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Transmission 8 **Stardate** November 1985

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Eecaan's Transmission

Greetings Earthlings.

Welcome to another transmission of Gamer in which we feature US Gold's Winter Games. This superb sports simulation follows hot on the trails of the successful Summer Games II and is sure to figure at the top of your charts this Christmas.

Staying on a sporting note we also have an in depth feature on the first icon driven sports game which is based on the strongman feats of Geoff Capes.

The Secret Diary of Adrian Mole has zoomed straight to the top of your TV ratings and we tell you all about a game based on the young spotty earthling. Also we have a second "Heroic Warrior", paper and pencil adventure which this month is set in a house of horror. As before, your adventure begins by the entrance to the Trolls Tavern.

Finally we have a superb prize to give away in our competition based on the Robot Messiah. This is a trilogy of games from a new company called Alphabatim. The first prize in the competition is the ultimate in home computers, an Amiga worth over £1000.

All this plus the latest news and reviews makes Computer Gamer the magazine that no gamer can afford to miss.

Transmission ends.

NEWS NEWS

Activision's Electric Dreams

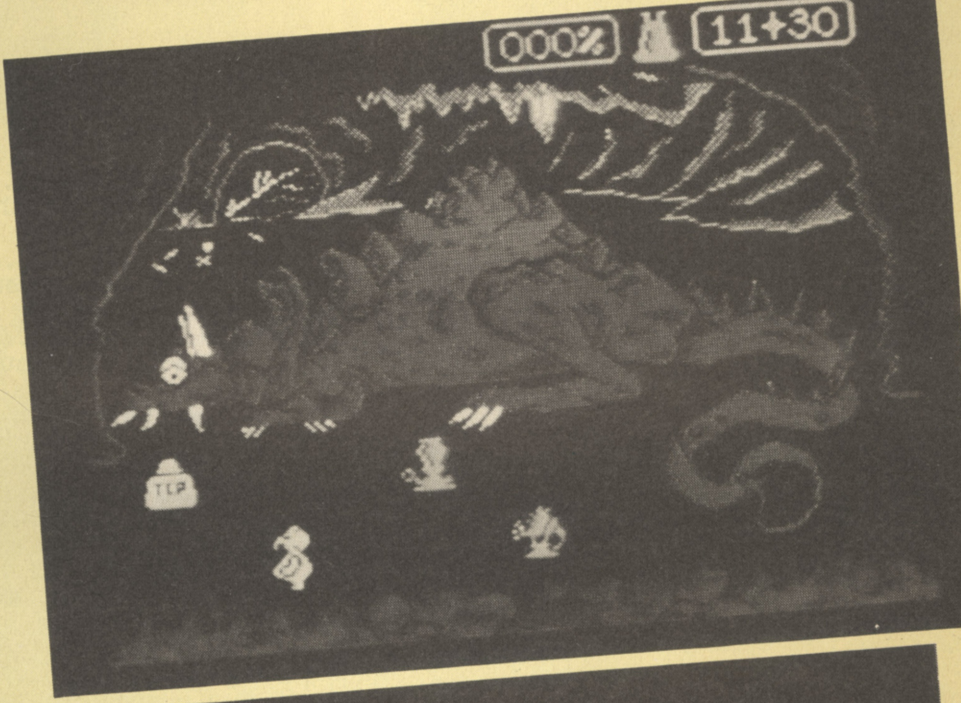
Electric Dreams is a new company formed by Activision UK as a subsidiary for their highly successful software house. The company has been formed with the ex boss of Quicksilva — Rod Cousins — being brought out of retirement for the occasion and Sandy White (also ex Quicksilva) of 3D Ant Attack and Zombie Zombia fame.

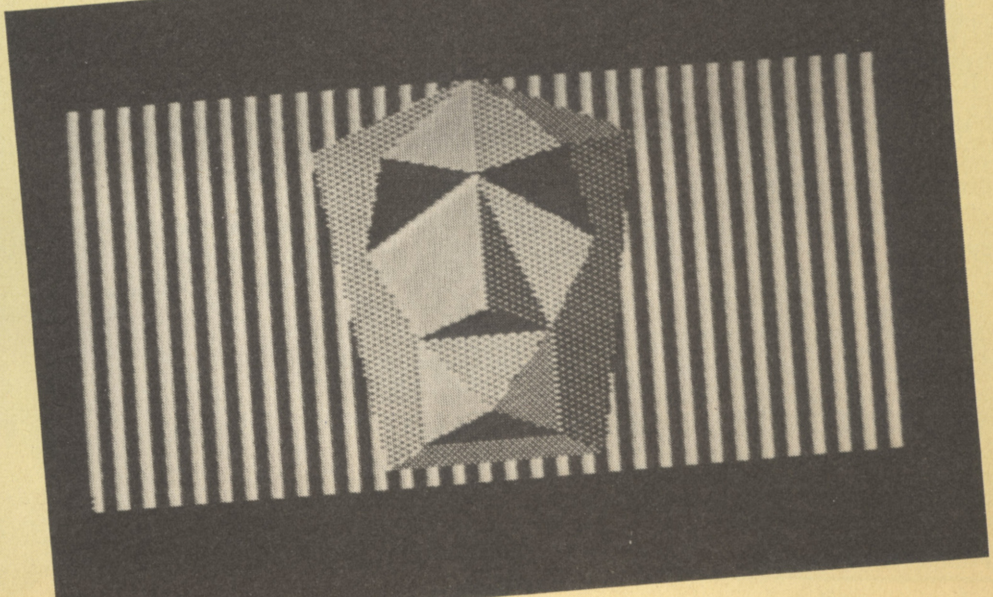
The company is specialising in Spectrum games though Amstrad stuff should be on its way at some stage.

The three initial games will be 'I, of the Mask' which is a 3D game in the tradition of 3D Ant Attack. 'Riddler's Den' an action/arcade game with very good graphics, and 'Winter Sports' a sports simulation with nine events in the tradition of Winter Games by Epyx.

All these games are for the Spectrum.

Following the success of Rescue of Fractulas and Ballblazer, Activision themselves are to launch two other Lucasfilm games based on the pseudo-fractals technique of creating landscapes. These and the original two are under conversion for C64, Atari and Spectrum computers and should be out in time for Christmas.





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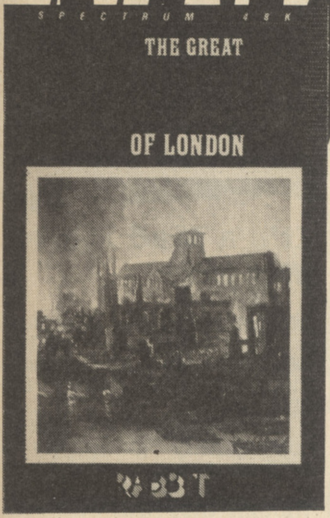


Virgin Rabbits

Virgin Games are about to re-relaunch the Rabbit software name in the guise of a "better than budget" range of games.

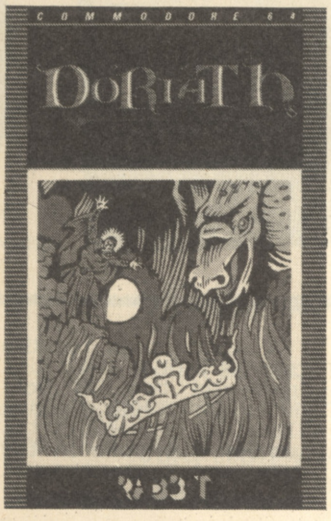
Priced at £3.99 the initial batch of four games consist of Doriath and Zyto for the C65, High Rise Horror for the BBC and a Spectrum game based on the fire of London.

Zyto is a multi-screen arcade game in which you must battle your way through volcanic terrain and assemble six sections of a bomb.

Doriath is an arcade adventure set in the vast underworld labyrinths of the deeps of Doriath. Potions, keys, and powerful amulets add to the magic of the game.

Evicting Dracula and his ghostly associates from a high rise flat is your mission in High Rise Horror and finally in Fire of London you must marshall your forces against the spreading flames.

COMMODORE 64
ZYTO
RABBIT



Gargoyle's Seige

Gargoyle games are set to release the first in their new "Seige of Earth" trilogy. The game is to be called Marsport and casts you in the part of Commander John Marsh.

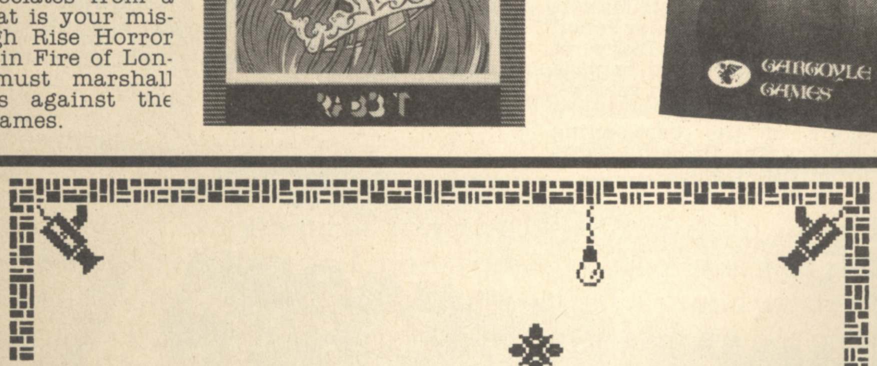
The year is 2494 and the Earth is under seige by the Sept who are a hive-culture race from the planet Gath.

Earth's main defences, a huge force field, will soon be breeched unless it can be reinforced which can only be done by you in the City of Marsport.

Unfortunately the city is controlled by the Sept and if you are to complete your mission you will have to fight your way through the cities ten levels blasting aliens and solving fiendish puzzles on your way.

Marsport is to be released in Spectrum and Amstrad versions and will be followed by the rest of the trilogy, Fornax and Gath, next year.

MARSPORT
GARGOYLE GAMES
SPECTRUM 48K

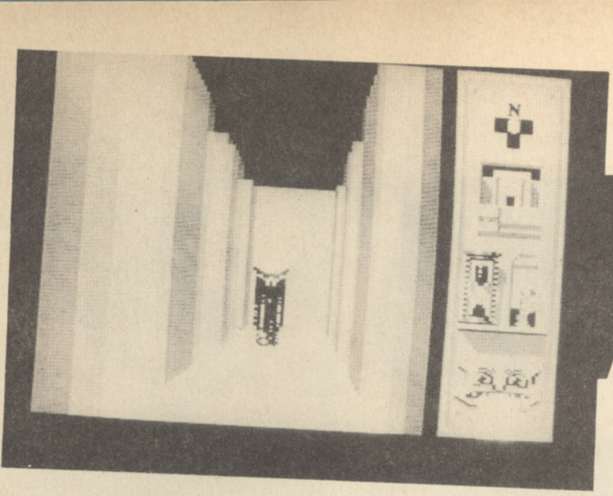


All Hail the Messiah

Alphabatim is a new company formed by Mike Baxter (ex PR man for New Generation Software, Hewson Consultants, and Brother) and the programmer behind the 250,000 selling Daley Thompson's Decathlon.

Their initial game is an advanced type of action/adventure game called 'The Robot Messiah' has brilliant graphics, a detailed story line, and complex gameplay.

The Robot Messiah is for Spectrum computers, but conversions are probably on the way.



Ariolasoft's Llamas

Ariolasoft, the computer game marketing and distribution company, have come to an agreement with Llamasoft over the marketing of, games guru, Jeff Minter's games.

Llamasoft, which has been producing games since the computer was driven by steam, has previously had very strong games, but lack of promotion and marketing, Ariolasoft is hoping that this agreement will rectify the situation.

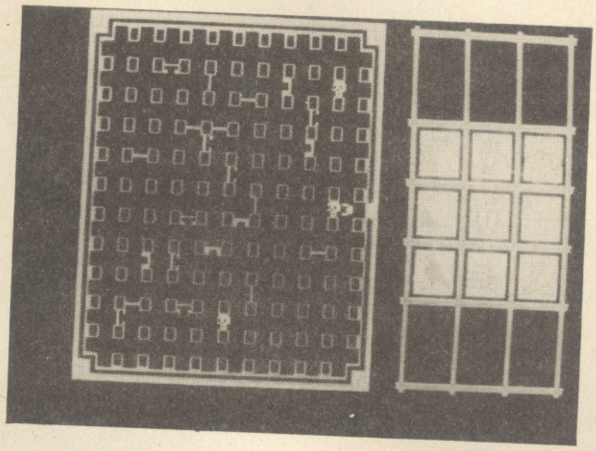
The first game to come under this agreement is Batalyx, a multi game with six sections that can be played in any order, these include a cut down Attack of the Mutant Camels and a version of Psychadelia, included as a break from the action.

The first Ariolasoft title to be originated outside of America is Scarabeus, by Andromeda Software.

The game is based on three levels of a tomb. Each level can be walked around in full 3D perspective from a 'first person' view. In the first level you must chase around a sort of ghost to pick up the Heiroglyphics that give you the key to the next level.

After winding yourself down a manual lift you get to the next level where you must lure spiders out of their lairs, crack the codes built into them and pick up zombie traps for level three. The code is a heiroglyphic one and uses your key, but you must hurry as the spider is returning and out of all the things that he does to you, none of them are pleasant. Then you go onto level three, but if I tell you what's on it, it would spoil the game.

Both games are for the Commodore 64.



It's a Mad Mad World

Mastertronic has launched a new imprint called Mastertronic Added Dimension or MAD games for short.

They hope to be selling top quality games at a higher price, like most other software houses, though they will still continue to sell the cheap games.

Their initial range will be seven games written by existing Mastertronic authors, such as the team that wrote Chiller and the authors of Stunt Biker and Finders Keepers.

One of the best games is called 'The Last V8' a graphically incredible game for the C64 based on driving.

MAD games will be available soon at around £8 each for all popular machines.

Commodore's Christmas Packs

Top games, Adrian Mole and Exodus Ultima III are to be bundled with Commodore hardware to form two packages launched in time for Christmas.

The new C64 Christmas Compendium pack costs £199 and contains not only a C64 and Datasette but also a bundle of software consisting of Music Maker, Activision's Designer Pencil and the Secret Diary of Adrian Mole (turn to page XX for an in depth review). The pack will also contain a copy of the best-selling book, "The Growing Pains of Adrian Mole".

A second pack bundles together a C64, 1541 disk drive and two US Gold games for £299. Exodus Ultima III is currently the number one game in the States and is accompanied by Super Zaxxon which is reviewed, in colour, in this transmission of Gamer.

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EFFORT

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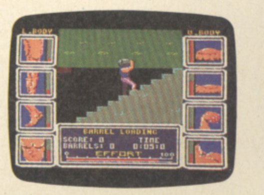
THE CAR ROLL
SCORE: 0
TIME
EFFORT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TIME
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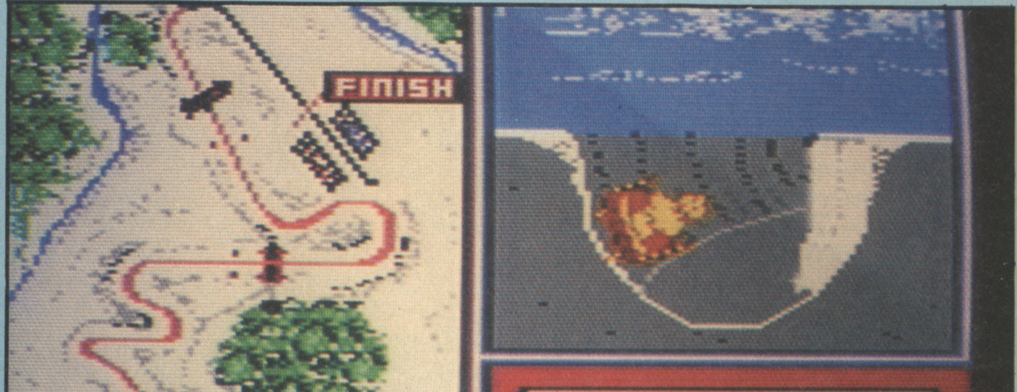
SCORE: 0
BARRELS: 0
TIME
EFFORT

48K SPECTRUM • COMMODORE 64 • BBC'B' • ELECTRON • AMSTRAD • MSX

SKILL, STRATEGY, TIMING . . . NOT JUST ANOTHER JOYSTICK BASH!

WINTER GAMES

US Gold hope to follow up the success of Summer Games II with the latest sports simulation from Epyx. Eric Doyle heads for the slopes to investigate.



Bobsled

Now that the Summer Olympics are well and truly behind us, we can look forward to the thrills and spills of the Winter Olympics. In anticipation, Epyx have brought out their follow up to the truly excellent Summer Games package.

Winter Games is a collection of seven events: Bobsled, Ski Jump, Figure Skating, Free-Style Skating, Speed Skating, Hot Dog Aerials and Biathlon with an Opening Ceremony added for good measure. Reading the presentation box sleeve notes I notice that it only claims to contain six events and that Speed Skating is not mentioned but it certainly appears on the disk.

The standard of the graphics is truly amazing and the main quality of the game is that each sport requires a different approach on the part of the player, not just mindless joystick waggling.

The program of events starts with the familiar Opening Ceremony. As the athlete runs up and lights the Eternal Flame a flock of white doves are released to circle the stadium. This scenario continues for as long as you want it to but a swift jab of the fire button takes you in to the first menu of the program which offers a wide choice of options.

If you wish, you can opt to enter all of the events in a fixed sequence or a selection of your favourite events can be made in any order which you prefer. If only one sport is preferred, this can be catered for either going for gold in a competition or merely practicing to perfect your technique.

If you opt for the Games, you may then enter your name and the country which you wish to represent. The screen displays a range of national flags including that well-known country Epyx! For those who may be influenced by the stirring strains of a national anthem, each country's patriotic tune can be played until you find one that is truly inspirational. It soon becomes obvious that this is not a home produced game when the British anthem is heard. Unfortunately, the tune has a horribly off key note which I found to be the only irritating feature of the program. Naturally enough, the American anthem is note perfect.

Taking each event in turn, I'll start with the peculiarly American Hot Dog Aerial event. For those, like myself, who may not be familiar with this event I'll explain that it resembles ski jumping. The difference being that the competitor does not start his jump from the same giddy heights as in a jumping event and whilst in the air he must perform as many acrobatic feats as possible before making a perfect landing.

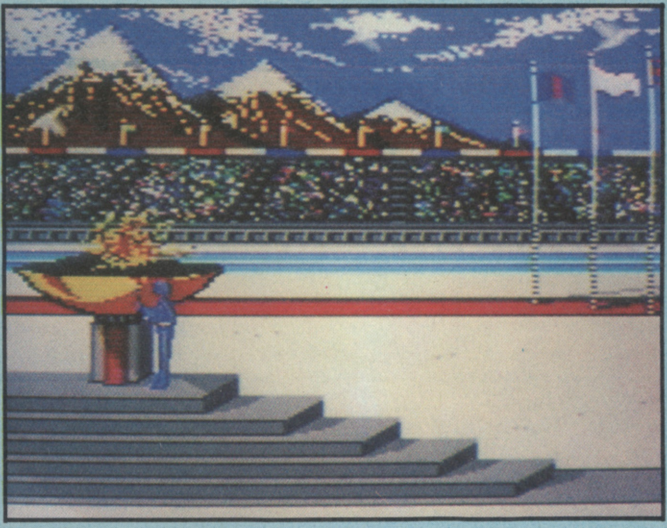
Just as the title has an American slang sound to it, some of the movements have typically American names like the mule kick and the daffy. Forward and backward somersaults are also possible, as well as a variation of the mule kick known as the backscratcher.

I found that two tricks were the maximum that I could perform in any jump and that the highest score was 9.2 for a double somersault. Trying to perform two different moves in one jump does not seem to carry many extra marks despite the difficulty of moving the joystick around to select these moves during the short flight period.

At the end of the jump the international judge's marks are displayed and the final column of the display shows the average mark which you have been awarded.

Frequently my efforts were rewarded with a rather ungraceful touch down which has allowed the programmers to add a touch of comedy to the game. Depending on your athlete's position on landing, you are left either looking at a pair of feet sticking out of the snow or two skis sticking up vertically whilst your athlete sprawls out on his stomach.

Similarly, in the ski jumping event failure to press the fire button at the right point on the run up to the jump results in an embarrassing tumble at the end of the ramp. Success does not mean your troubles are over because the scene changes from the ramp itself to the actual flight over the course. An inset picture shows the physical attitude of your jumper in the air and moving the joystick around enables you to try to maintain the optimum body position for the longest possible jump.



Opening Ceremony

Keeping the skis together and the body rigid, requires a fair amount of skill and practice and points are awarded for style as well as the length of the jump. The main thing to remember is that you mustn't fall down or points will not be awarded. The flight becomes a wild battle at times in which you struggle to achieve the correct landing position to avoid having to watch the skier in the inset picture skidding across the snow on his belly.

The Biathlon which combines cross-country ski-ing with target shooting, and the Speed Skating events resemble the kind of joystick waggling sport simulations which I have come to know and loathe over the past year or so. I am pleased to say that in this case there is much more skill required because if you don't gradually increase the speed of your athlete, then his progress will actually be slowed down. Pushing left on the joystick moves the left leg forward, pushing right moves the right leg. Move too fast too soon and the athlete's timing is thrown out, resulting in a loss of speed. Co-ordination is the important skill, not the speed of waggling.

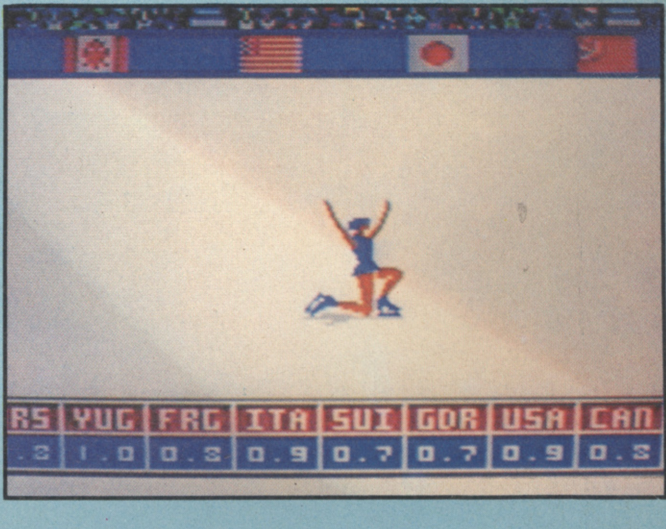
The Biathlete must cross flat country and steep upward and downward slopes to reach each of the three target shooting sights. The hardest part of this is getting the timing right on the upward slope otherwise you have to work harder to reach the top and a little icon of a heart at the bottom of the screen beats faster affecting your athletes overall performance due to fatigue.

This event is a race against the clock and penalty points can be crucial at the target shooting stages. When you reach one of these points you must load the gun before each shot by pulling and pushing the joystick. A gunsight drops down across each target in constant motion and you have to press the fire button when you think that the sight is over the centre of the target. A miss results in a penalty which adds five seconds to your time.

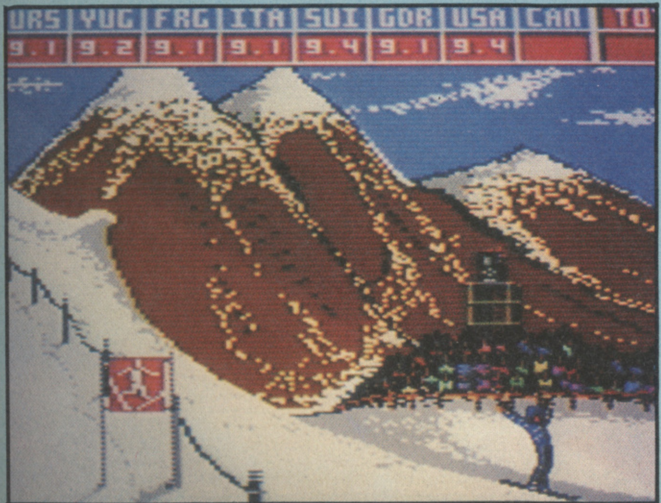
Speed skating is a very straight forward event and I don't just mean that there are no corners to be turned. The screen display shows your athlete and a computer controlled pacemaker in their respective lanes. The screen at first looks as though there are four skaters but this is the same image repeated twice, one keeping track of the pacemaker's progress and the other concentrating on you. This is initially confusing but I soon found that I could get a very good impression of my performance from this display.

The only skill required is timing. Moving the joystick back and forth, faster and faster is the aim for a record speed.

Free-style Skating



Hot Dog Ariels

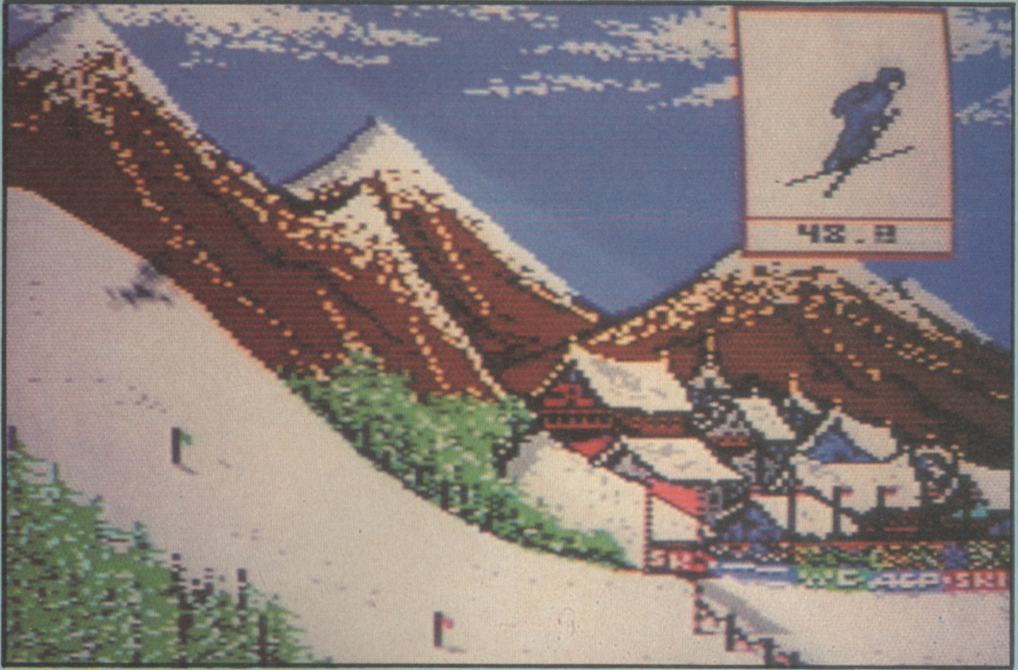


The other two skating events (figure and free-styles) are disappointing similar to one another. In both cases the range of jumps and spins are the same the difference being the time allotted to the performance and the number of times which each action must be performed.

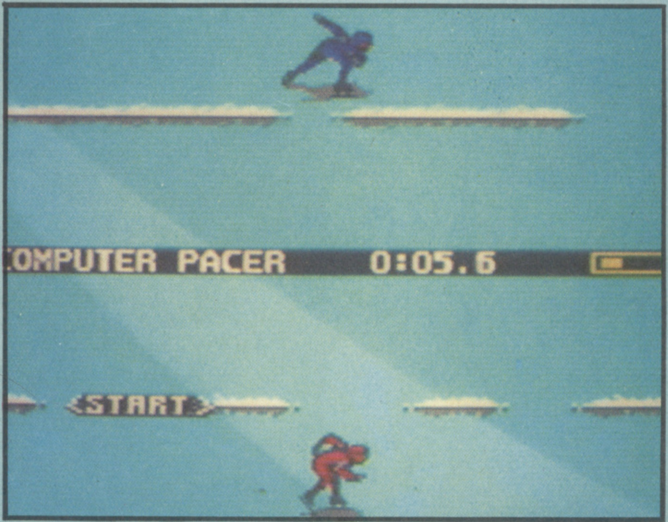
These are the only ladies' events in the Games and allow a certain amount of artistic freedom in the order in which the various movements are tackled.

The skater moves by herself but you determine whether she skates forwards or backwards depending on which of the six jumps and spins she will be made to perform next. Each move is initiated by moving the joystick to the required position and pressing the fire button. For a jump, the fire button must be pressed again to ensure a graceful landing, failure to do so results in a rather embarrassing fall.

Of all the games these two rely on perfect timing to gain the highest scores. Start a move too early and the judges will mark you down for it, make too many spins and the result is a fall



Ski Jump



Speed Skating

because of dizziness. At the end of each performance the judge's scores are displayed and an average taken.

I've saved my favourite event until last. The Bobsled is probably the least sophisticated of the games and yet the most visually exciting. The screen shows three displays at once: a plan view of the course so you can keep a lookout for the sharp corners, a speed indicator panel and an action screen which follows behind the bobsleigh along the course.

The basic idea is to ride the bends as high as you dare to gain speed. Ride too high and you crash, too low and you won't gain enough speed. Control is achieved by pushing the joystick in the direction of the bend so you have to think quickly.

The 3D action screen is very realistic indeed and passing under spectators on the bridges gives a real impression of the speed and the excitement of the real thing. Although I have said this is my favourite, I think it may get boring after I recover from this initial exhileration because there is very little control over the game but its certainly one to impress your friends with.

After completion of each event, the computer checks the World Record stored on the disk to see if the current performance has exceeded previous attempts and updates the chart accordingly. If the current score equals the previous record, the chart is updated which does not reflect the real world of sport, where a record stands until broken, but I suppose such sterling effort does deserve some reward. Next an award table is displayed giving the vital statistics of the medal winning efforts and the name and nationality of the winning cometitors. At the same time the flag of the Gold Medallist is displayed and the anthem played.

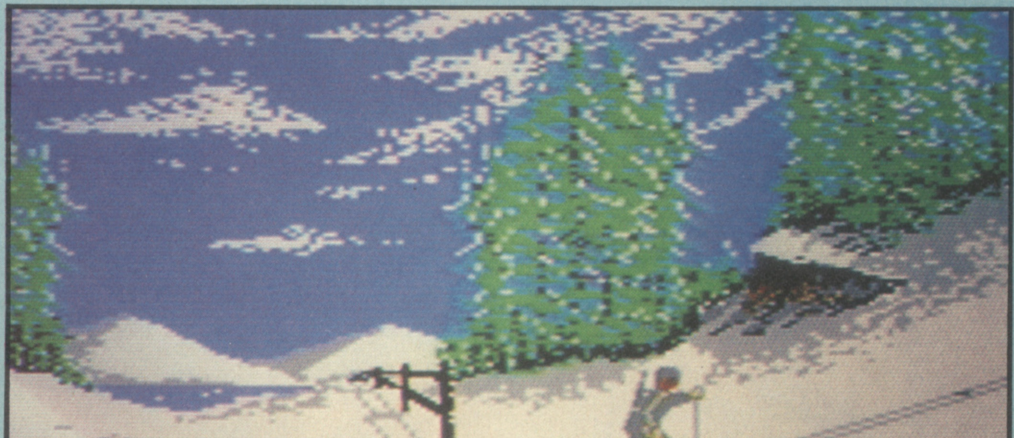
As a package this is excellent value for money. The graphics are superb, showing masterly control of the C64's facilities, though I must confess that I slightly prefer the Summer Games collection overall. Each event is loaded from disk when required but the loading time is mercifully short, though I feel sure the cassette version will not be quite as fast or as flexible in use. I think I am on very safe ground when I forecast that this will be a number one topseller around Christmas time.

PLANET RATINGS

Originality	●●●●●
Graphics	●●●●●
Use of machine	●●●●
Value for money	●●●●●

STAR RATING
Supernova

Biathlon



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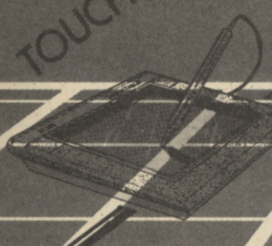

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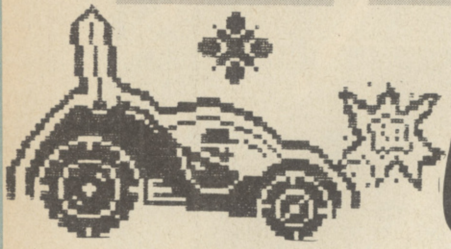
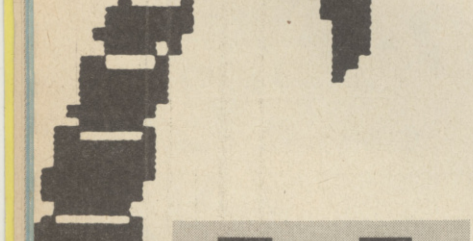
MESSIAH COMPETITION

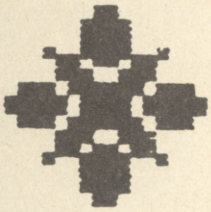


Alphabatim and Computer Gamer are proud to announce that the top prize in this great competition is one of the new Commodore 'super' computers — the Amiga.

At about £1000-£1400 this machine is a bit out of the range of this magazine, you'd have to win a competition to get one. But it is interesting to look at where technology will be going in the next few years — although the Amiga looks like being about 5 years ahead of the opposition.

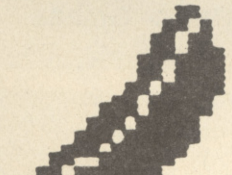


Apparently, Commodore may be licencing the design, as long as the licencee buys all the custom chips off Mostek (the chip manufacturing arm of Commodore). So with any luck we may be seeing Amiga type machines at a reasonable price in a year or two.



For the reasons why this interests me so much, think about the games that would be possible with 640 x 600 resolution graphics in 4096 colours (subject to some restrictions), apparently infinite sprites, and the ability to synthesize ANY sound, noise, or speech.

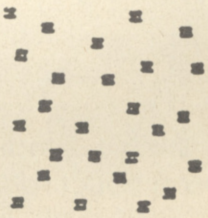
Companies like Activision, and all the big American names are already starting work on games for the machine, and what games they will be. For those of you that have seen Marble Madness in the arcades, you will be stunned when you hear that the conversion for the Amiga is reported to be BETTER than the original. So this is a very worthwhile prize to get.

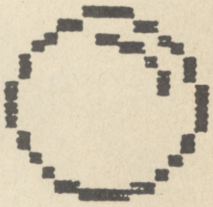


What! You've never heard of Alphabatim? Well you should know who is running it, it's made up out of the programmer who wrote Daley Thompson's Decathlon, and the ex Public Relations person for New Generation, and Hewson Consultants. So they are both experienced in their fields.

Their first game is called The Robot Messiah, an arcade adventure with 152 screens over three levels.

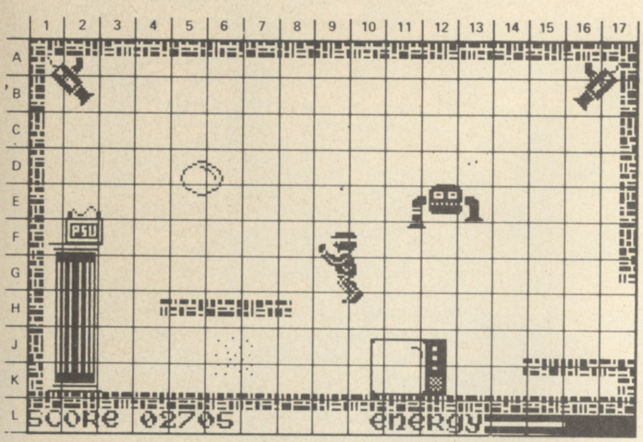
The scenario is that on a robot planet there are boss robots and slave robots. One philosopher robot called Socrates (where have I heard that name before?), he thinks that perhaps it is not nice to have all the slave robots slaving away in the mines. The boss robot authorities disagree and decide that he ought to get some first hand knowledge of just what it is like to work in the mines and send him down to spend the rest of his life in slavery.





Years pass and Socrates becomes much the worse for wear and finally gives up hope of ever leading his people out of slavery.

One day, he meets with a slightly more rebellious robot who gets instructed to Socrates on what to do to re-program the central controlling computer of the robot world and free all the slaves. He becomes the Robot Messiah . . .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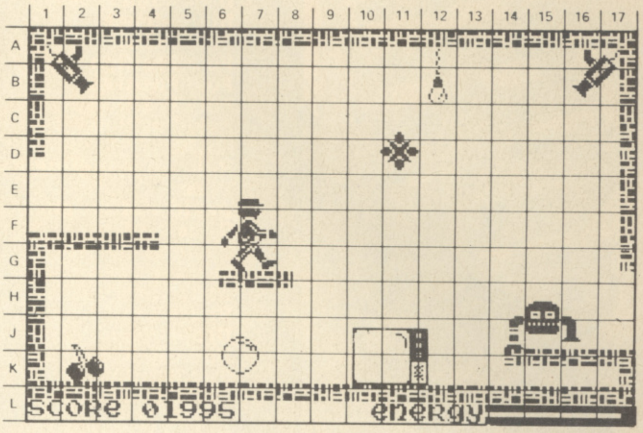
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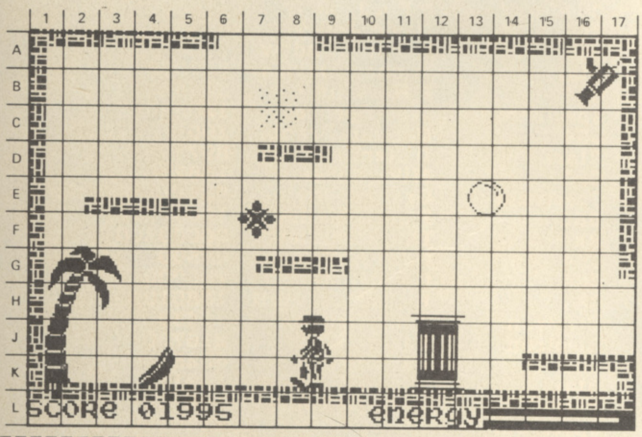
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A B C D E F G H J K L
SCORE 01995
energy

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....

....

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Member Number: ....

Co-ords:1 ......, ... **2** ......, ... **3** ......

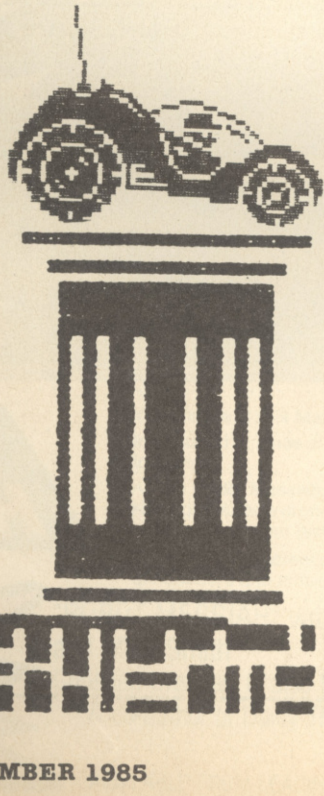
In the game you play our hero, who has to collect three envelopes. These contain the codes to reprogram the main computer. Can you make your way through to save the world, can you become The Robot Messiah, only time will tell . . .

What To Do

On the coupon you will see three screens from the game. However three of the lightbulbs that light up the mine have been erased, one from each screen. All you have to do is to work out where they are and spot-the-bulb. Fill out the coupon and write the coordinates of where you think the bulbs are on the back of the envelope, also put a cross in each box on the coupon.

Send all entries to:

Messiah
Computer Gamer
1 Golden Sq
London W1R 3AB



Competition Rules

1. This competition is open to all UK readers of Computer Gamer except employees of Argus Specialist Publications Ltd, their printers and distributors, employees of Alphabatim or anyone connected with them.
2. As long as the correct coupon is used for each entry there is no limit to the number of entries per person, photocopies will not be accepted.
3. All entries must be postmarked before 30th December 1985.
4. The prizes will be awarded to the first 11 entries judged to be correct by the editor.
5. No correspondence will be entered into with regard to the competition results and it is a condition of entry that the editor's decision is final.

HI-SCORE

Game	System	Scorer	Score
Snapper	BBC	N Brown	164000
Chuckie Egg	Spectrum	William Lacey	2170710
Chuckie Egg	Electron	Simon Popplewell	254620
Knight Lore	Spectrum	A Parkinson	98%
Death Star Interceptor	C64	D Boyd	250000
Decathlon (Ocean)	C64	Stuart Pimblett	181786
Decathlon (Ocean)	Spectrum	Ian Pinder	487015
Decathlon (Ocean)	Amstrad	Colin Adams	1034660
Bio Defence	Atari	Mike Roberts	13800
Confusion	Amstrad	Simon Green	47500
Pole Position	Atari	Simon Jones	128250
Pole Position	Spectrum	Graham Divine	63550
Pole Position	C64	David Edwards	120830
Pole Position	BBC	Stephen Kenton	109350
HERO	C64	Frode Mong	108932
Raid on Bungling Bay	C64	Gary Cox	199900
Elite	BBC	D Codrington	13437772Cr(Elite)
David's Midnight Magic	C64	Gordon Hamlett	1086920
Ghostbusters	C64	P Harkins	$999900
Cyclone	Spectrum	A Parkinson	62020
Seaside Special	C64	Mark Watkins	2362000
Bruce Lee	Spectrum	Jason Grimshaw	1093725
Bruce Lee	C64	Keith Nicholson	1185650
Dropzone	Atari	A K Hyland	289750
Donkey Kong	Atari	Mark Watkins	97260
Spy Hunter	Spectrum	A Parkinson	296000
Jet Pac	Spectrum	Chris West	1231670
Pitfall II	C64	Martin Dennett	177788
Decathlon (Activision)	C64	Phill Goodridge	11784
Raid Over Moscow	C64	P Ford	172800
BC's Quest for Tyres	C64	David Jolley	8455
Staff of Karnath	C64	Kevin Mundow	7.22
Defender	Atari	Michael Davies	527950
Impossible Mission	C64	P Harkins	31445
Psst	Spectrum	Sean Spencer	120840
Pajamarama	C64	Damian Drabble	100%
Q.Bert	Atari	D Stephens	89750
Spelunker	C64	Mike Roberts	138750
Xcel	Spectrum	Graham Divine	88% (5 planets)
Zalaga	BBC	Paul O'Malley	15007810
Frak!	BBC	Paul O'Malley	20000200
Frak!	C64	Gary Hodgkiss	99500
Beach Head	C64	Gary Hodgkiss	756000
Super Pipeline II	C64	Richard Haworth	138510
Hopper	Electron	John Bough	11432
Chuckie Egg	Electron	Barry Johns	216720
Zaxxon	C64	David Webb	63250
Zaxxon	Atari	Simon Jones	199130
Defender	Atari	Stephen Lousey	142000
3D Starstrike	Spectrum	James Obeirne	1120600
Sabre Wulf	BBC	Jawaz Illauin	125000
Sabre Wulf	Spectrum	A Parkinson	81%
Exploding Fist	C64	Scott Patten	200000
Exploding Fist	Spectrum	Dave Howes	115800
Exploding Fist	Amstrad	Sean Brady	32600
Jet Boot Jack	Atari	Hakan Akbas	3660

From next issue some of the reviews will have the reviewer's high score added to the end of the review. This shows you that the reviewer has played the game for a reasonable length of time (unlike some other magazines), and gives you something to aim for when you go out and get the game.

The astute amongst you will notice that the form has changed slightly. When you do enter, please use the most recent form that you have, as it makes it easier to compile if all the forms are the same size and type.

At last Mr Wylie has told me what game he scored 112800 on — Pole Position (Atari), however since his entry, his score has been beaten . . . So, bad luck Mr Wylie. Keep trying.

All correspondence, as usual to:

Computer Gamer
Argus Specialist
Publications
1 Golden Square
London W1R 3AB

Good luck . . .

Send to: Hi-Score, Computer Gamer, 1 Golden Square, London W1R 3AB

Name . . . .

Address . . . .

. . . .

. . . .

Telephone . . . .

Age . . . .

Game . . . .

Score . . . .

Machine . . . .

Comments . . . .

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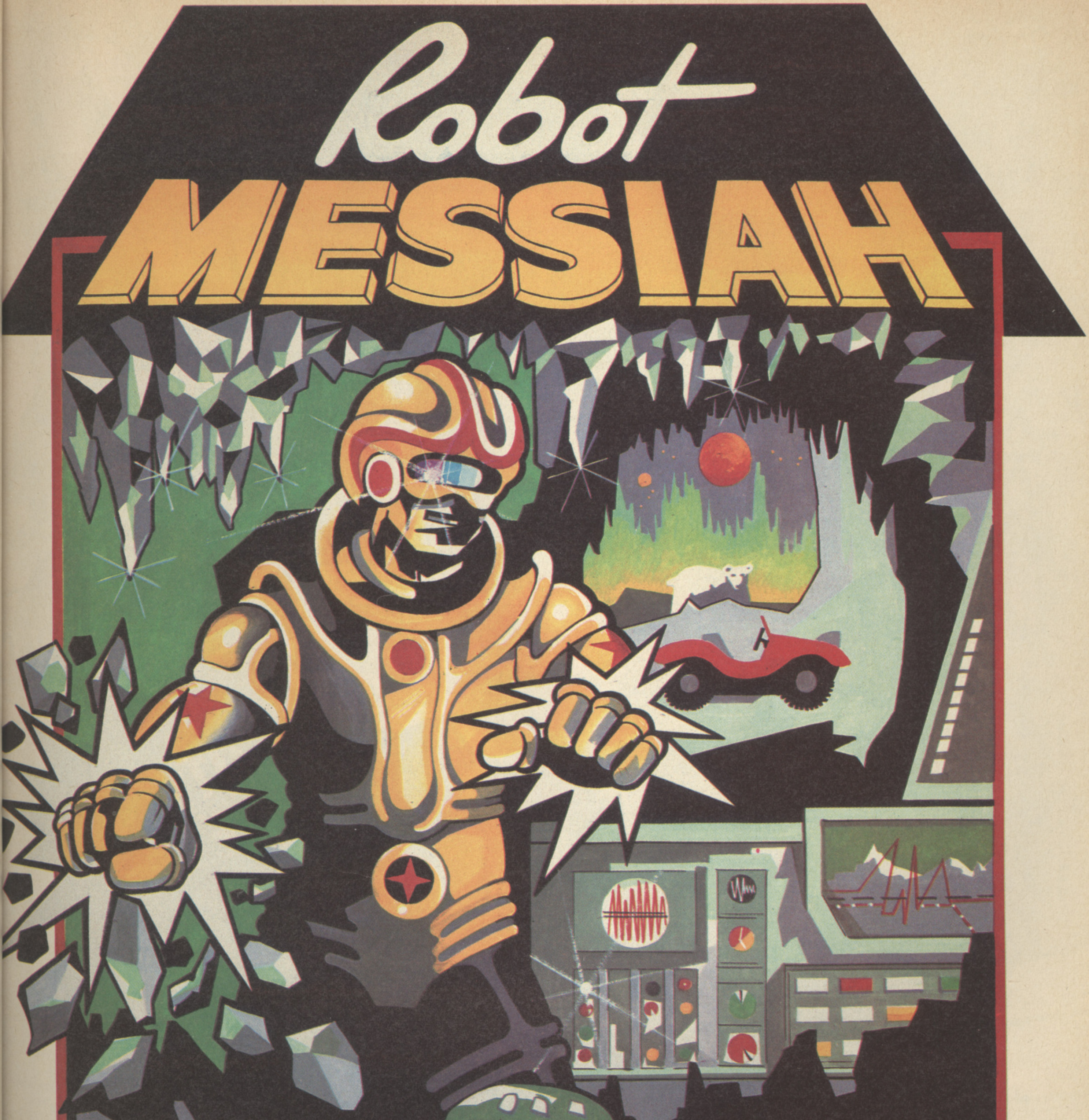
Signed . . . .

Witness . . . .

Membership Number . . . .

(If not applicable, why not?)



Robot MESSIAH

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Spanning 152 screens and 3 levels, Robot Messiah is a sensational arcade adventure, rich in atmosphere and tension which is sure to be the hit this Christmas.

"ROBOT MESSIAH" written by Christian Urquhart and Mike Smith
Christian Urquhart is also the author of 'Hunchback' & co-author of Daley Thompson's 'Decathlon'

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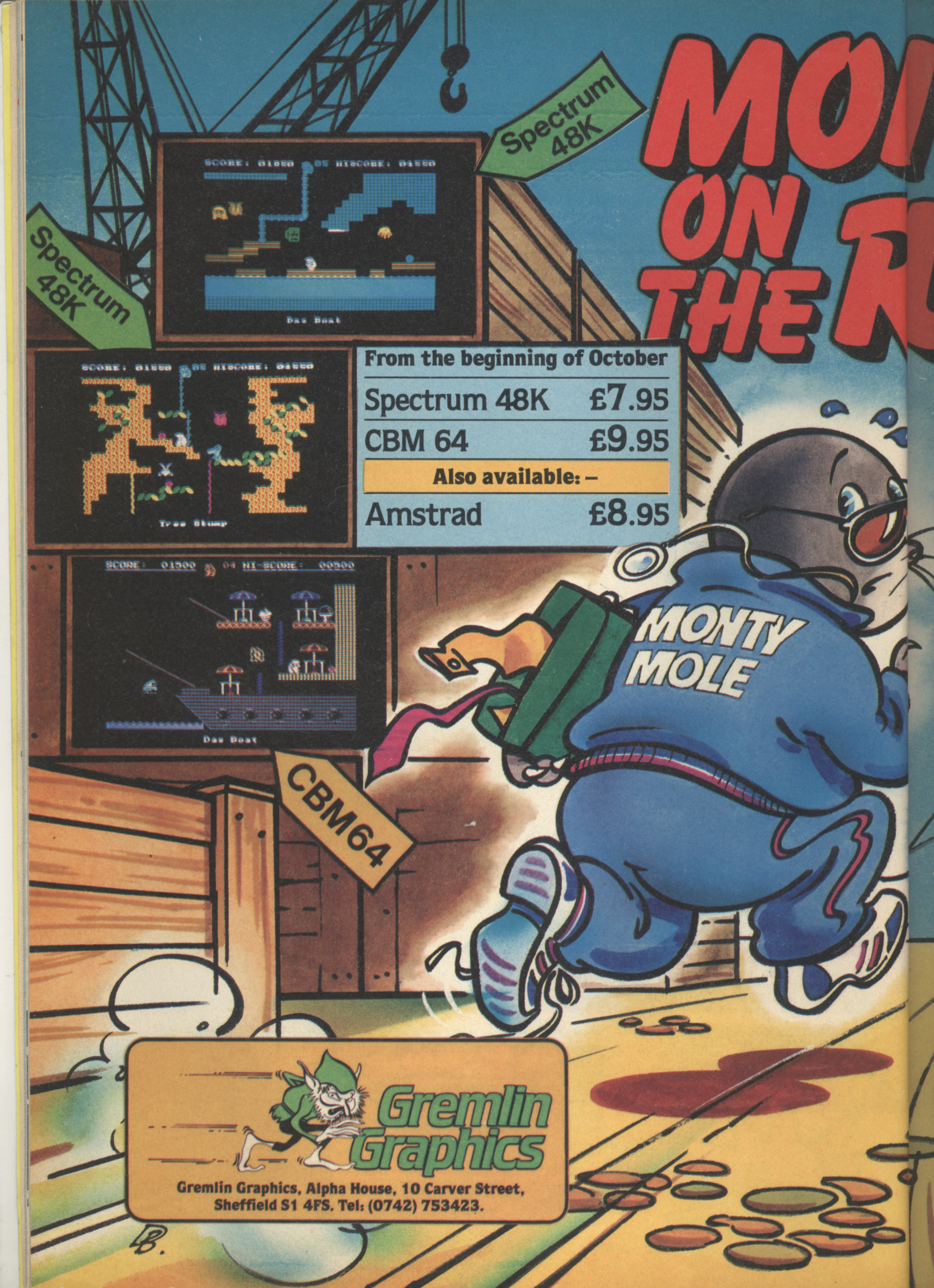
MO
ON
THE R
Spectrum 48K
Spectrum 48K
SCORE: 01850 05 HISCORE: 01550
Das Boat
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Tree Stump
SCORE: 01500 04 HI-SCORE: 00500
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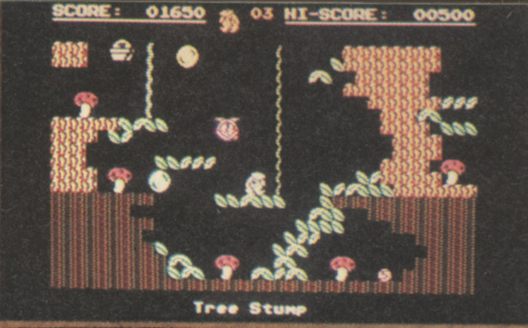
At last he's free but can he make the cross-channel ferry on time?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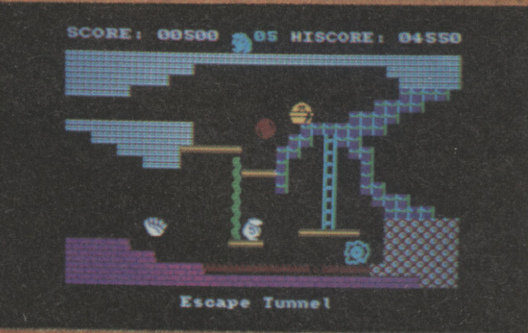
Tree Stump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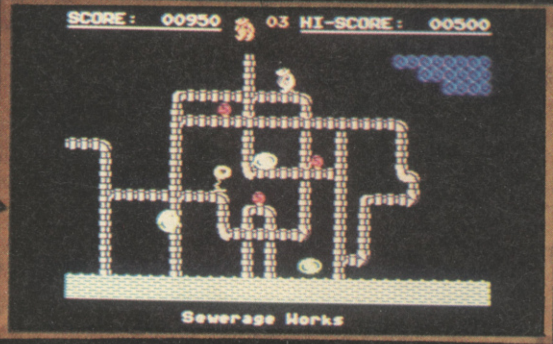
Escape Tunnel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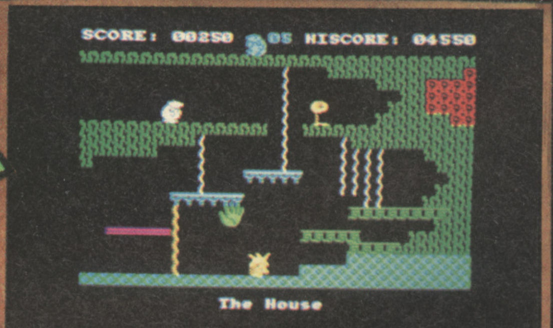
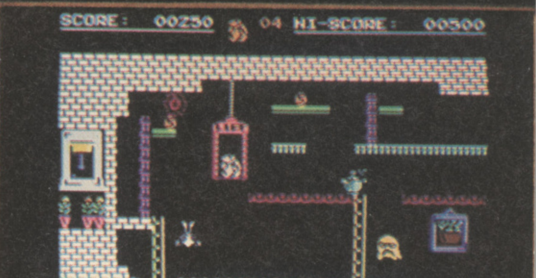

SCORE: 00250 05 HISCORE: 04550

The House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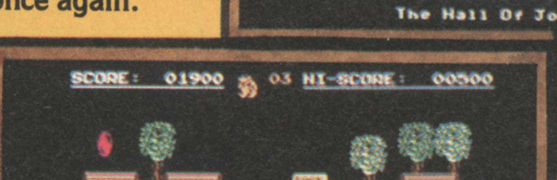
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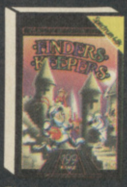

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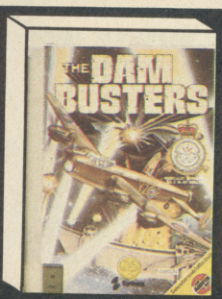

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Place an order for one of our Club magazines and you can take up to five of the titles listed above at the introductory "Bonus Price" plus one of the two Imagine titles illustrated absolutely free. A subscription to the magazine costs just £5.00 per annum and brings you six issues a year through the post. As a subscriber you will automatically be enrolled in our discount Software Club giving you the opportunity to make many more purchases at prices similar to the ones shown above. In addition to these top selling games, we stock over 700 titles for Spectrum, Commodore 64 and Amstrad computers. All titles are offered at a discount — you'll find many on which you can save £4-£5. Note, however, that even though you belong to the club we don't **make** you buy anything. There are no minimum purchase requirements, so your only commitment is the annual subscription to the Magazine. Hurry now and join over 10,000 members who are already enjoying Mr Software's low, low prices.

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Mr Software's magazine is excellent value. Each issue contains twenty or thirty reviews of the latest software releases and on first joining you also receive a twenty-four page supplement reviewing a range of hardware and utility products (C-64 and Spectrum only at present). In every issue there is a competition to enter, a summary of how other magazines rate the new releases, game playing tips from our members, and one of our reviewers sums up his personal favourites of the month.

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Choose up to five titles from the selection shown. Enter them on the order form below, choose your free game, then fill in the payment details and your name and address and post the form to us. By return you will receive your copy of "48K" or "64K" (depending which computer you have), followed shortly by the games you ordered. Hurry, though, the introductory offer expires 60 days from the publication date of this magazine.

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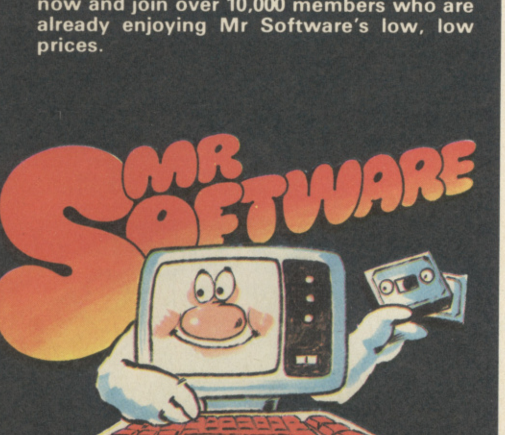

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PROBE COMPETITION

Bond is back! Basildon Bond that is, in Probe Software's new game which features not only Basildon, but Cooper Man, Blunder Women and P. The mission is to save Russ Abbot who is being held captive by a rival comedy act in the dungeons of a television studio. You could win the latest in personel stereos, the new Aiwa PO-8 by helping to save Russ.

During the game Bond must explore the strange and dangerous world of TV studio where logic is replaced by corny jokes. Indeed to open the studios doors, Bond must collect the two parts of a joke.

We've devised this competition to test your ability to do just that.

However, you will just have to do it alone with out the help of Cooperblasts. There are four of these available to Basildon in the game and using one will summon Cooper Man who will clear all in your path. Unfortunately Cooperblasts have been known to backfire producing Blunder Woman instead, so perhaps we're doing you a favour by not allowing you to use them!

How to enter

All you have to do to enter is to study the 'jokes' and punchlines and match them up to form the right combinations. When you think you've done that simply fill in the form and as a tiebreaker include a joke of your own.

The prize of the Aiwa PO-8 personel stereo, worth about £100, will be awarded to the contestant who pairs the jokes correctly and sends in the best joke as judged by Russ Abbot himself. Who knows, Russ might use your joke in one of his shows!

Send all entries to Computer Gamer (Bond Competition), No. 1 Golden Square, London W1R 3AB. All entries must reach us by November 25th.

"I am very excited about being in my own computer game. So good luck to everyone taking part in the competition. Who knows, I may be able to find some new material for my show as I'm always looking for new jokes''.

1 What's green, hairy, and goes up and down?
2 What's black, yellow and very dangerous?
3 What's blue, white, and would hurt you if it fell?
4 What do you call a boomerang that doesn't come back?
5 What do glow worms eat?
6 What do you call a Chinese woman with a food mixer on her head?
7 What's green, but goes red at the flick of a switch?
8 What's high, smelly, and dangerous?
9 What do sheep and ink have in common?
10 What's green and taps on glass?

Answers

a Light meals
b Shark infested custard.
c A skunk in a tree with a machine gun.
d They both live in pens.
e A gooseberry in a lift.
f A fridge wearing jeans in a tree.
g Glenda.
h A stick.
i A frog in a liquidiser.
j A frog in a microwave.

Joke 1 matches with punchline —
Joke 2 matches with punchline —
Joke 3 matches with punchline —
Joke 4 matches with punchline —
Joke 5 matches with punchline —
Joke 6 matches with punchline —
Joke 7 matches with punchline —
Joke 8 matches with punchline —
Joke 9 matches with punchline —
Joke 10 matches with punchline —

My joke is

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Atari

Nick Walker selects 15 classic games that all Atari addicts should have.

The name Atari has always been synonimous with video and computer games. Atari brought us the first video games console in 1977 and then in 1979 followed it with their home computer range the 400 and 800. Considering these machines were designed in 1979 before the UK had even seen the ZX80, it says something for the original design that they are still keeping up with the latest computer games.

Even so, life hasn't been all that easy for Atari owners in the UK, intially the machines were over priced and worse still, when you'd brought the machine the games were selling for an average of £30 a time. The only consolation was that the games were far superior to anything else in the UK market. Then came the Sinclair Spectrum — cheap machine, cheap games, but both machine and games looked cheap so no real threat. Next came the C64 — at the time cheaper than the Atari and with a cheaper range of equally good games. Needless to say the C64 was a hit and has now established itself as THE games machine in the UK.

Over the last year or so Atari has hit back with drastic price cuts and the original American titles which once sold for £30 are now being imported by the likes of Ariolasoft and US Gold at reasonable prices. At its latest price of £70 for an 800XL with 64K RAM, Joystick and one game cartridge the Atari must be the cheapest way to enjoy some of the finest computer games.

Deadline.
Infocom. £29.95.
Disk.

I was very tempted to make this top fifteen games consist entirely of Infocom adventures but that would be boring. I've chosen Deadline as the best of the bunch because it's the one and only Infocom adventure that I've solved and because of the informal chatty style. Infocom are the undoubted masters of text adventures with wonderful descriptions of every location and a unique kind of interaction that responds to almost every command.

If you've never played Infocom adventures before I also recommend a look at Hitch Hikers Guide to the Galaxy, Zork 1, Cutthroats and if you not really into adventure at all Sea Stalker. The most endeering feature of Infocom adventures is that all the puzzles are logical but perhaps the greatest puzzle of all this is just how did they manage to get all that text on one disk.

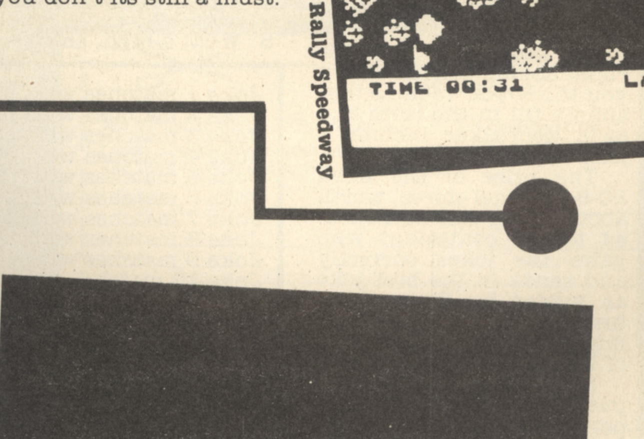
Dropzone
US GOld £9.95
Cassettee. £12.95
Disk.
Arena Graphics

For all those that loved the arcade game Defender this is the only computer game that really captures the excitement of the arcade machine. The Atari version is faster and has better graphics than any other. Very challenging, fast action for dedicated arcade freaks.

Eastern Front
1941
Atari. Cartridge
£14.95.

Eastern Front is to my mind the best designed computer war game to appear on any microcomputer to date. It gains this distinction by having the fine quality map-like graphics and being so well engineered that the logistics of entering commands are reduced to simple joystick controls.

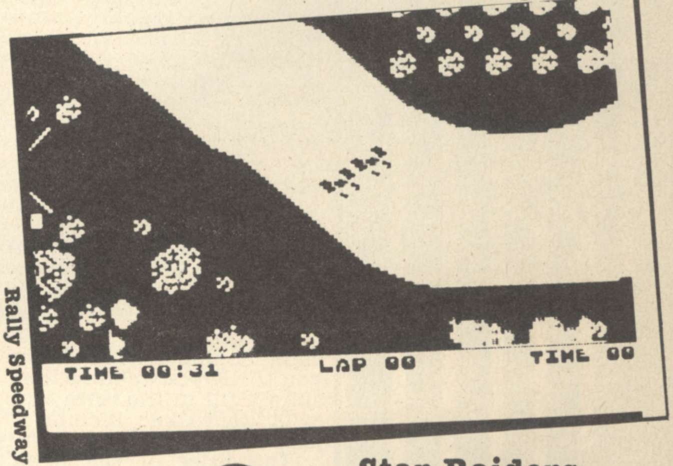
Eastern Front is the first war game that non wargamers enjoy to play. By all means, if you enjoy war games it's a must, but even if you don't its still a must.



Dropzone

Rally Speedway.
Adventure
International.
Cartridge
£22.95.

Not the best looking racing car simulation in the world but still the best two player arcade game I know. Ten minutes of Rally speedway against an opponent and I guarantee your joystick will be ungrippable for sweat. Synchronised four wheel drifts and burning drivers rolling out of crashed cars also make it great entertainment even for those watching.



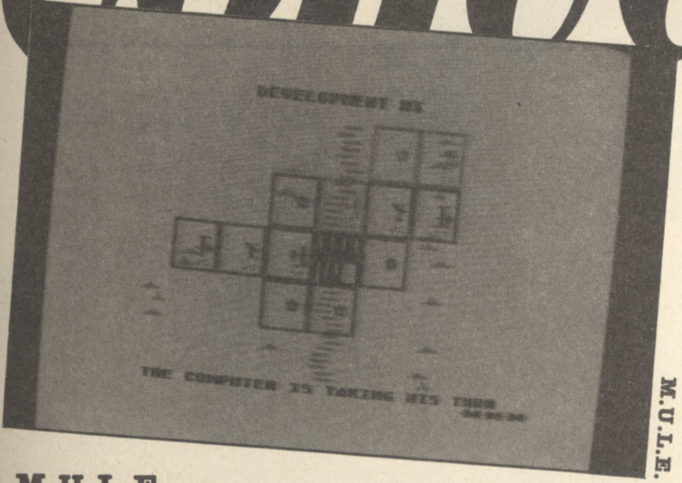
Rally Speedway

Star Raiders.
Atari. Cartridge
£14.95.

Despite the debut of newer and more complex space game over the past five years and numerous attempts to surpress the graphics of this 8K cartridge, Star Raiders still remains the classic. Star Raiders is a high speed battle game set in a number of space sectors where your mission is to destroy the Zylons for control of the galaxy. If you haven't got this game yet then you should have but be quick, supplies of this cartridge are getting scarce and I doubt new supplies will be forthcoming from the new Atari.

Collection

fun, just don't expect to do anything else for a month or two.



M.U.L.E.

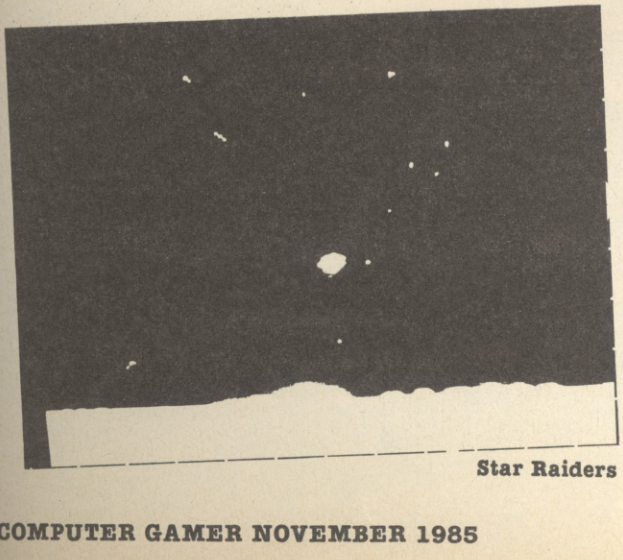
M.U.L.E.
Ariolasoft.
£9.95 Cassette.
£12.95 Disk.
Electronic Arts.

If I told you this game was an economics simulation with elements of Monopoly thrown in, you might not get too excited. Yet M.U.L.E. imaginatively blends these elements into one of the best multi-player simulations you'll ever play.

Whilst the graphics can at best be described as functional the introductory theme music is the best original computer music I've ever heard. M.U.L.E. is way ahead of any other economics simulation I know, and who knows you may even find yourself learning something.

Archon.
Ariolasoft.
£9.95 Cassette.
£12.95 Disk.
Electronic Arts.

Remember that very skillful but boring board game called Chess? Archon takes the strategy of chess and combines with the fast moving arcade action. This is the first game I show to those that aren't familiar with computer games and every single time it fascinates them and it's rare that we see another game that evening. Despite it's complexity, it is quickly grasped by players of all ages, a game to last a lifetime.

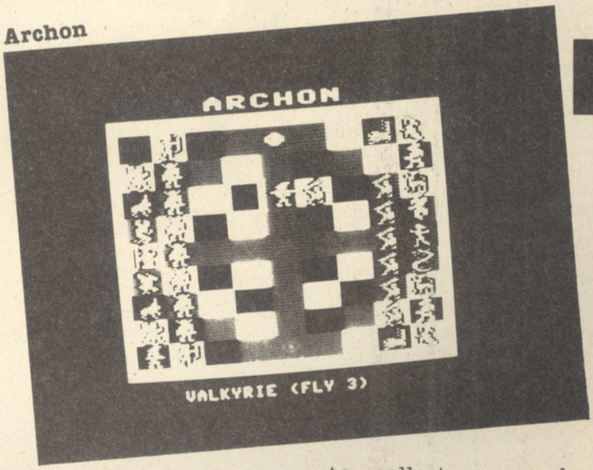


Star Raiders

Blue Max.
US Gold.
£9.95 Cassette.
£12.95 Disk.
Synapse.

Blue Max is a three-dimensional, diagonally scrolling, aerial combating game putting you in the seat of the famous World War I pilot, Max Chatsworth. Blue Max is a very enjoyable game that gives you a realistic sensation of flying a bi-plane over enemy terrain complete with aerial dogfights, strafing, bombing and landing to refual. A challenging game, it takes some practice to avoid frustration. This game has great depth of play to hold your interest for a long time.

Archon

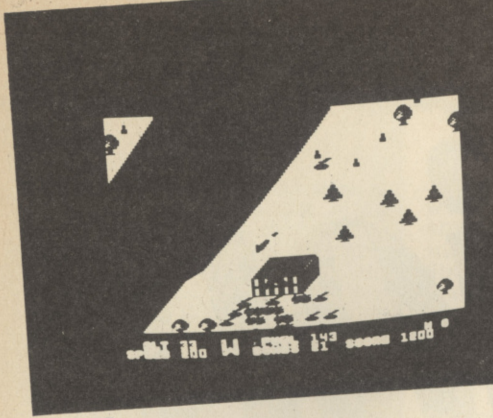


Ultima III.
US Gold.
£19.95 Disk.
Origin Systems.

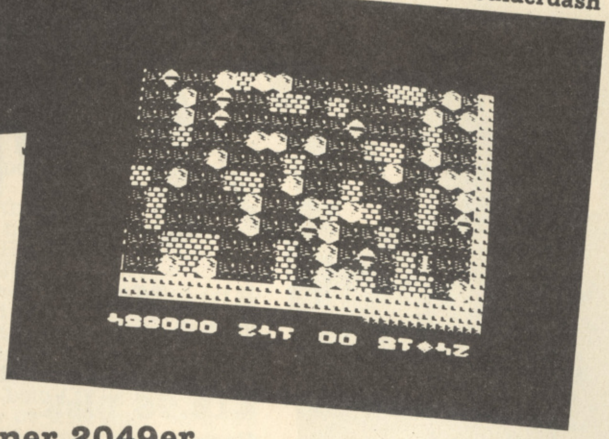
The best ever graphic adventure, Ultima III is the nearest thing you'll get to Dungeons and Dragons on disk. Whether you've played the first two versions or not this one is a must. Finding Moongates, stealing money, killing trolls — it's all part of the

Boulderdash
Monolith.
£7.95 Cassette.

I still can't understand why for such a simple game Bounderdash is so addictive. All this game consists of is a number of underground caves where you guide a little character called Rockford in a effort to collect a number of diamonds whilst falling rocks and numerous moving nasties hinder you. No amount of description could do this game justice, go to a shop and try it out you'll walk out with your wallet £8 lighter.



Blue Max



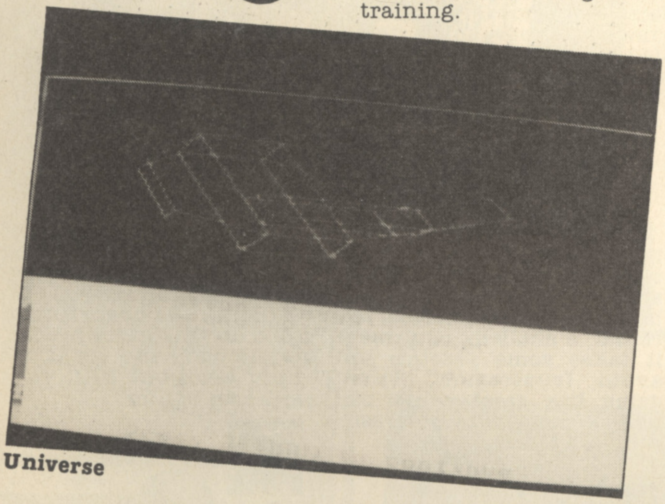
Boulderdash

Universe. Omnitrend Software. £89.95 Disk.

No that price isn't wrong, this game will not only make a big dent in your bank balance but also wear out your disk drive — taking a total of five disks to play. Can any game be worth this amount of money? In my opinion yes. Universe is vast, Infocom adventures are piddling little things in comparison with the hugeness of this. Universe is the ultimate space trader simulation combining text and graphic adventure with arcade action. Considering buying this instead of eight smaller games you'll still be playing it a year from now.

Miner 2049er. Big Five Software. £12.95 Cartridge.

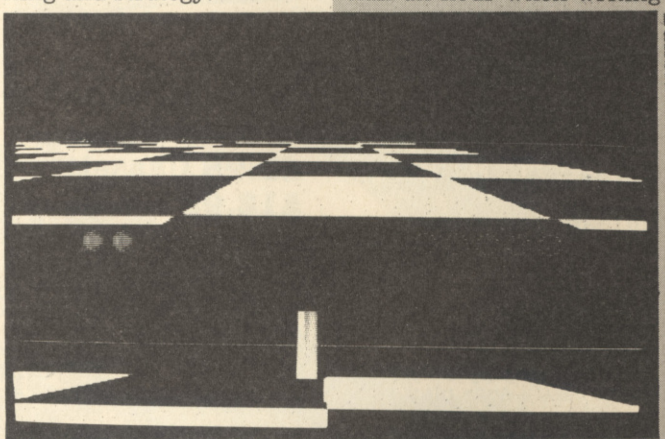
The game that started the trend for jumping and climbing games and still one of the best. Lovely clear graphics and some very tricky screens, I've had the game for a year now and I'm beginning to wonder whether I'll ever see screens 8, 9 and 10. Bounty Bob Strikes back, the sequel, has now been released from US Gold offering even more screens and more challenge though I still recommend the original as training.



Universe

Loderunner. Broderbund. £22.95 Disk.

Loderunner is a 150 screen jumping and climbing game that by some miracle manages to make every screen considerably different from the next. In addition you get a screen editor to create your own screens making it possible to create your own 150 screen jumping game. Loderunner is a definate winner. Its graphics offer good animation and it has surprising depth. Strategy is emphasized over outright violence, and the game is to be won only through planning and strategy.



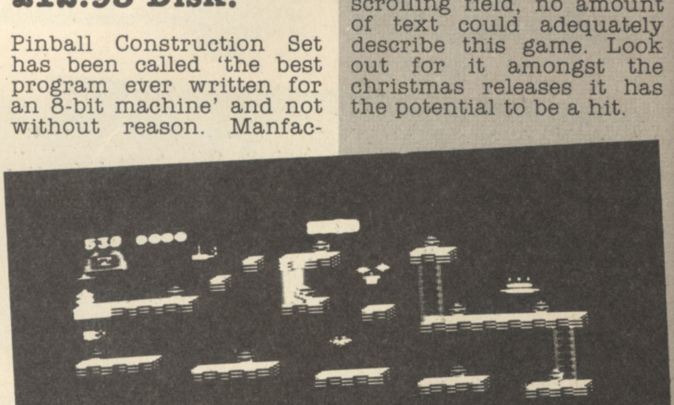
Ballblazer

Pinball Construction Set. Ariolasoft. £12.95 Disk.

Pinball Construction Set has been called 'the best program ever written for an 8-bit machine' and not without reason. Manfacturers of video game design programs would be well advised to look at this before designing their products. Pinball Construction Set is a fully integrated design tool that lets you create your own video pinball games that can then be given to your friends in the form of an original book disk. A masterpiece of program design.

Ballblazer. Activision. £9.95 Cassette. Luscasfilm.

I had my doubts about including this as my final choice as to be honest I've only played it for a total of half an hour when writing this. But from what I've played this game is superb, with a totally abstract concept of catching a metal ball and shooting over to your oponent half of a vast scrolling field, no amount of text could adequately describe this game. Look out for it amongst the christmas releases it has the potential to be a hit.



Miner 2049er

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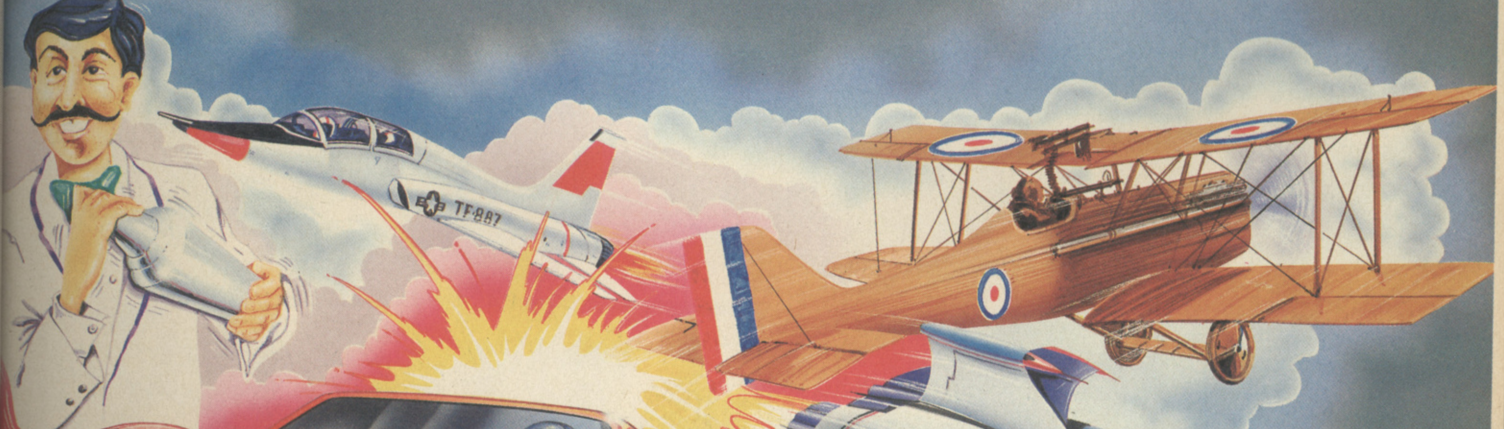

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COIN-OP CONNECTION

Trivial Pursuit and Rambo seem to be big crazes worldwide at the moment. The arcade industry is not slow to move, hence 'Video Trivia' and 'Green Beret'. Mike Roberts and Eric Doyle reconnoitred.

Video Trivia isn't one of your ordinary video games, it has no joysticks, not much graphics, or sound. What it does have is six buttons and an incredible store of questions.

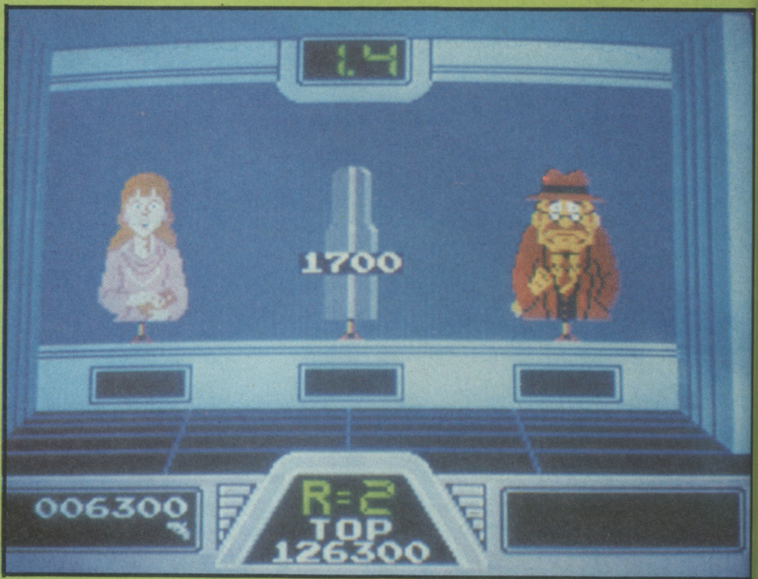
After depositing your coins you are faced with a menu of the five subjects that you can be asked questions on: Science, Adult Sexual Practices (honest!), International Politics, International History, and International Sport. In the two player option each player can choose his or her own subject.

Then come four questions, each question has odds on it, from 2-1 to 4-1. After the question is displayed on the screen, but before you see the multiple choice answers, you must say how many of your initial 10000 points you want to bet.

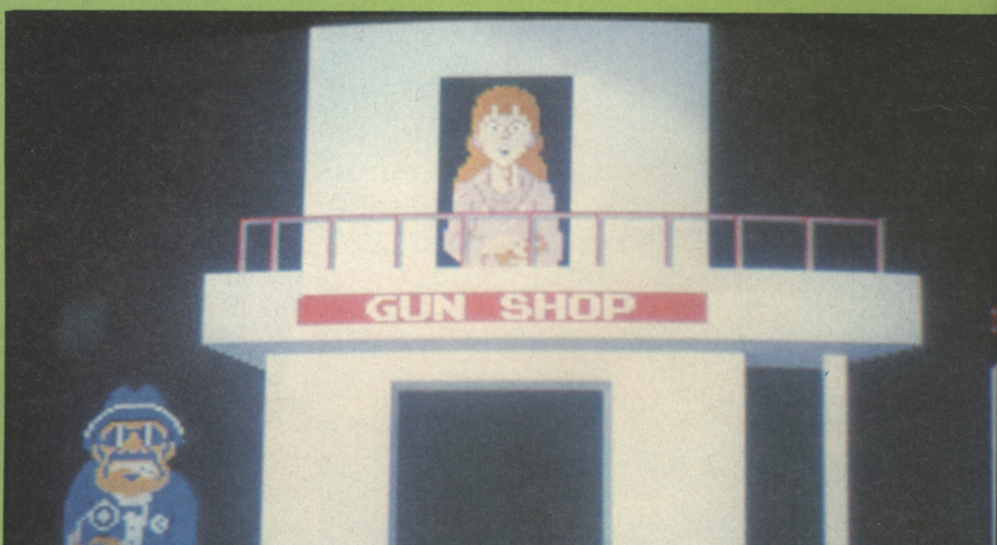
Then the three answers are printed up and you must hit one of the three lit answer buttons. There is a 15 second time limit on this, and a bonus number of points for hitting the button quickly. Assuming that you got the question right, you get your bet points back, plus two or four times the bet amount, plus the time bonus.

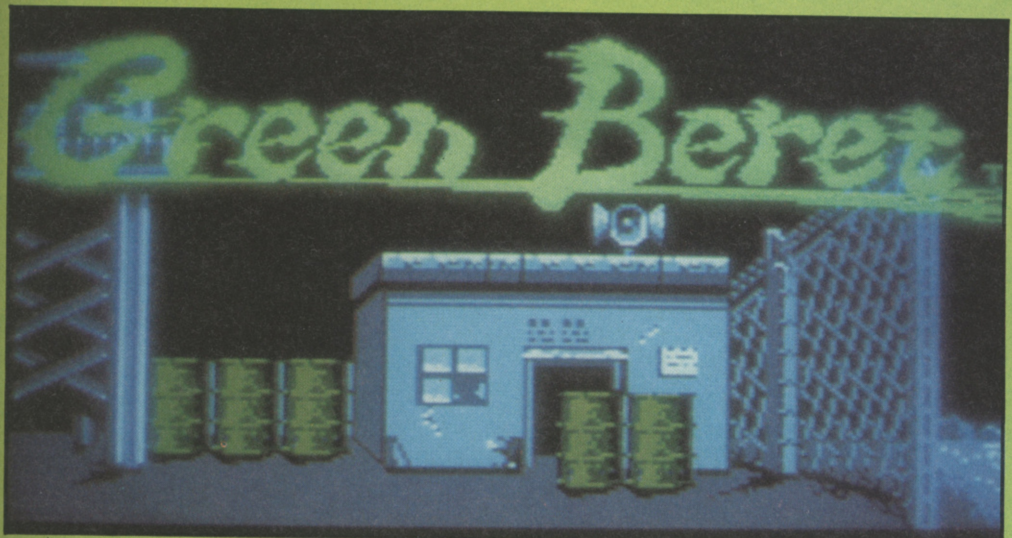
After four questions you can go onto further bonus levels, depending on your score, but I thought that birds had bad hearing rather than a bad sense of smell and didn't get that far. If you have bet all of your points, the game doesn't finish, because you can still get around 1000 points time bonus, despite having no bet, so the game can still continue.

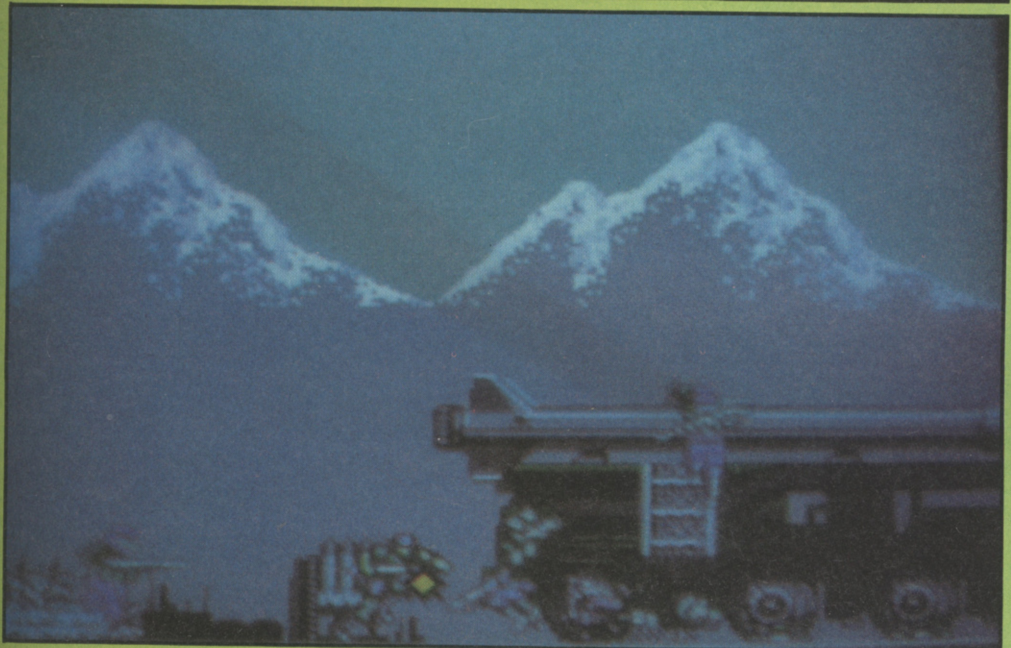
In the two player game, the players play alternately against the computer. This looks like being a very popular game, due to its novelty and appeal to more than the usual alien blasting maniac that inhabits the places that this machine is liable to turn up in.

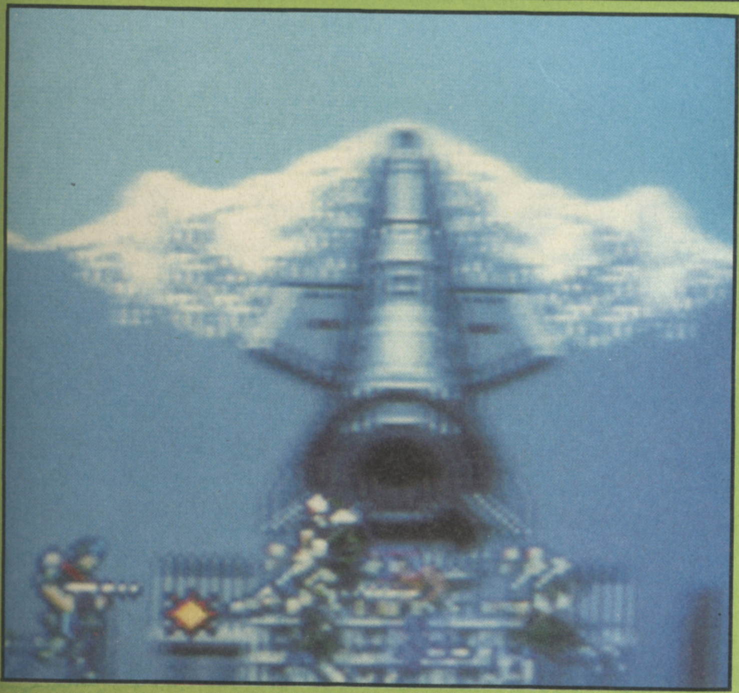


Hogan's Alley









Green Beret

Green Beret's resemblence to Rambo is purely coincidental, however, your green beret commando is dropped behind enemy lines and has to rescue prisoners of war (where have I heard this plot before?)

The game is very much the left/right scenario type with our hero in profile walking, jumping, and crawling across the screen armed with his trusty knife. A quick stab of the fire button and the hordes of enemy soldiers get violently cut to ribbons. As well as shooting and knifing enemies you have to contend with mortars and a mine field. Every so often there is a man dressed in black, kill him and you get his flame-thrower. This has a very stunning effect on the enemy, as the realistic looking and sounding flame roars out, the enemy turn into skeletons and crumple to the ground.

It is wise to hang onto a few squirts until the end of the first level, as a troop transporter turns up with a couple of karate experts on board, however a quick squirt of napalm soon sorts them out.

The next level is slightly different as the bad guys are badder and your extra weapon is a bazooka, on the next level (I think) you get hand grenades etc.

An incredibly violent game — but brilliant to play.

Hogan's Alley and Stroke Play Golf are two new games for the VS system by Konami (remember the two screen VS tennis?). In Golf you play a round of golf on a series of islands (plenty of water hazards!). After you've worked out how to play it, it is a very enjoyable game that you can play for a while.

Hogan's alley is a shooting game — complete with a gun that you shoot at the screen!

The game is based on pop-up targets like in a shooting range, then in a snap-shot situation with targets popping-up from behind buildings, shops, fences etc. One slight complication is that not all the targets are bad guys, so you have to be sure before you shoot.

The 'real' gun in this game makes it very good to play, but you've got to have a good eye!

Thanks once more to everyone at Deith's for all the disruption and hassle caused by us.

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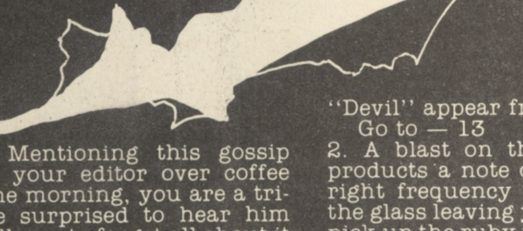
NIGHT OF THE LIVING DEAD

You are the ace reporter of the Bottomly Bulge. Well, more like the only reporter actually as it is only a small village. Amidst visiting Women's Institute meetings and watching the local football team, rumours have reached you of strange goings-on at the old mansion on the hill on the outskirts of the village.



Mentioning this gossip to your editor over coffee one morning, you are a trifle surprised to hear him tell you to forget all about it and that there is nothing in the rumours. Deciding that this sounds a bit like a cover-up job to you, you immediately do the exact opposite of what your editor tells you (This reporter sounds like a dead ringer for GRH — Ed) and investiagate the house in your spare time.

Throughout the game, you will be presented with various choices and directed to different paragraphs. You will need a six-sided dice to play and paper and pencil.

You start the adventure with 100 life points and throughout the game, you will be told to make various deductions. This takes the form of a number of dice of damage. All that you need to do is roll the die the specified number of times. For example, if you suffer four dice of damage you roll the dice four times and subtract the total score from your current life point total. If your life point total reaches zero, you are dead.

There are many hazards within this game and the chances are that you will die several times before you succeed.

To start, go to — 26.

1. The titles of the books are in languages that you cannot comprehend. From the odd bits of Latin that you can remember, the words ''Magic'' and ''Devil'' appear frequently.
   Go to — 13

2. A blast on the whistle products a note of just the right frequency to shatter the glass leaving you free to pick up the ruby which you do. Do you have the amulet?
   Yes — go to 54
   No — go to 23

3. There is a large key under the doormat and you use it to let yourself in.
   Go to — 50

4. There is little here to keep you occupied but you take the opportunity of arming yourself with a carving knife.
   Go to — 21

5. You find a piece of wood and prod around, dispersing the maggots somewhat. There is something shiny at the bottom of the pile. You would have to pick it up by hand.
   To pick it up — 57
   To leave — 21

6. The source of their power being cut off, the zombies revert to their former state of true dead rather then undead creatures. Outside the temple, the garden is deserted. Seeing that their evil world has collapsed, the cabal has fled. Making your weary way back to your car, you reflect that you will have plenty of time tomorrow to explain why

---

THE TROLLS TAVERN

Simon Clarke guides you through the latest in adventure gaming.

As ever, the P.C.W. show at Olympia was stacked with stands promoting the latest hardware and software — but what was new for the adventure addicts like us? Quite a lot really, as I shall now divulge:

M.U.D.

The Multi-User Dungeon stand featured two BBC's with disks running demonstrations of this huge database — and very impressive it looked too!

Roy Trubshaw, one of the masterminds behind MUD, put my mind at rest by confirming that it was highly unlikely that MUD would ever feature graphics, and that it was hoped that the price of using the system would not increase for the foreseable future.

Roy and the others on the MUD stand were very helpful, and should you have any problems or questions regarding this terrific new database you can be sure that they will bend over backwards to help.

Domark

I was delighted to have a lengthy natter with Mark Strachan, Domark's boss, and also the young Mathew who so recently won the £25,000 prize for being the first to solve the devilishly difficult adventure EUREKA. Actually, Mathew was not the first to complete the game — it was finished by someone else over three months ago, but he thought the solution was too simple to be correct, so started again on a different track! I bet that poor fellow is kicking himself now!

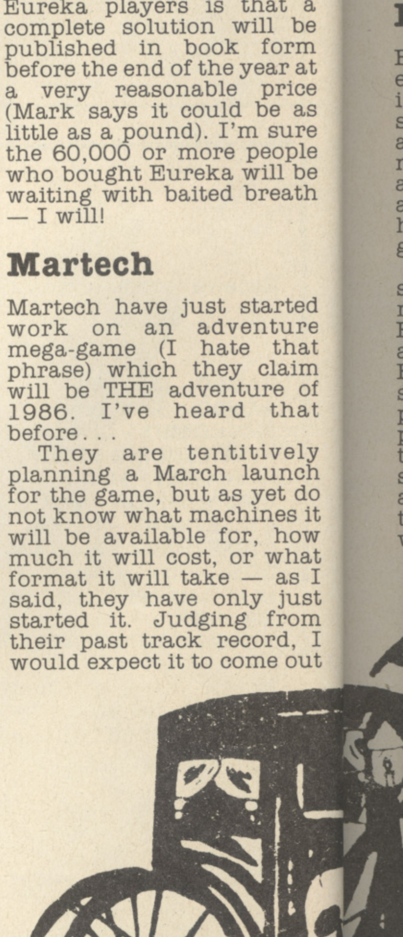
''But what about Eureka 2?'' I asked. ''Well,'' he replied, ''that is a possibility. If Mathew can come up with a storyline, with some help from the original designer of Eureka, Ian Livingstone, then yes there will be a sequel. There would be a prize, but just what the prize will be I am really not sure.''

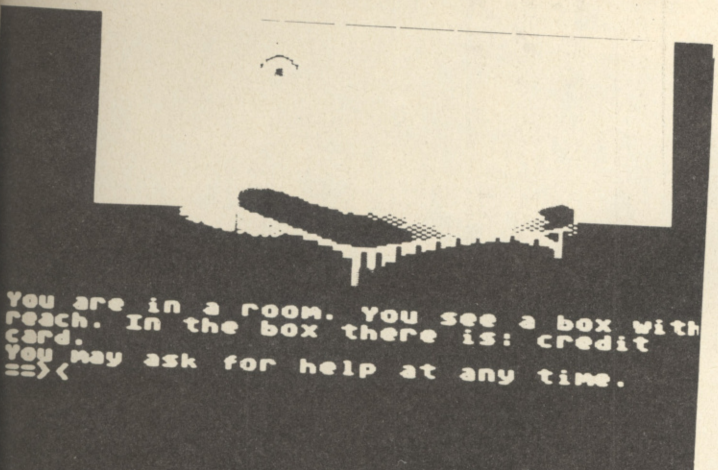
The good news for Eureka players is that a complete solution will be published in book form before the end of the year at a very reasonable price (Mark says it could be as little as a pound). I'm sure the 60,000 or more people who bought Eureka will be waiting with baited breath — I will!

Martech

Martech have just started work on an adventure mega-game (I hate that phrase) which they claim will be THE adventure of 1986. I've heard that before...

They are tentitively planning a March launch for the game, but as yet do not know what machines it will be available for, how much it will cost, or what format it will take — as I said, they have only just started it. Judging from their past track record, I would expect it to come out





```
You are in a room. You see a box with
reach. In the box there is: credit
card.
You may ask for help at any time.
==>(
```

firstly for the C64, and will probably follow a graphics and text format as used recently by Interceptor Micros in their very popular range of adventures — keep us informed Martech.

Beyond

Beyond's new landscaping epic "Sorderon's Shadow" is already heading for big success for the Spectrum, and conversions for other machines should be available soon. The game is a real stunner — if you have a machine that this game runs on. . .BUY IT!

The Commodore 64 version of the "Lords of Midnight" sequel "Doomdarks Revenge" should be available by Christmas, and Beyond inform me that we should be seeing some more projects from 'Midnight' programmer Mike Singleton, but when they are not sure. Whatever they are, and whenever they arrive, they will certainly be worth waiting for!

Microdeal

Microdeal have been relatively quiet recently, but have returned with a vengence with the release of a couple of crackingly good adventures for, believe it or not, the IBM PC and the Tandy 1000. The programs include high-res colour graphics and some impressive animation. They have a new adventure aimed for release on December 1st for both the IBM PC and the Dragon — it will have the fascinating title "Trekdower". It is good to see that someone is still producing high quality programs for the software starved Dragon at sensible prices.

Microdeal have also released three adventures for the Enterprise. They were very helpful indeed, not only to myself but also to potential customers of all ages. Well done Microdeal — a pity more software houses aren't as user-friendly.

Tynesoft

Tynesoft is still having good success with its "Supergran" adventure, and anyone stuck in it should send an S.A.E. to them and they will be happy to send you a hint sheet. They have just released a 'double-pack' of both the Supergran adventure and the arcade game in one package for £7.95. Although I wasn't very impressed with the arcade game, at £7.95 for the pair it does represent great value.

Melbourne House to release "Astrix"!

Melbourne House has now acquired the rights to produce an adventure based on the popular cartoon character Astrix.

The work, which has already begun, is very complex so at the time of going to press a release date has not been set. The game will follow the original storylines as closely as possible, and it will feature 3D graphics! Melbourne House's Paula Byrne is convinced that the game will be a biggy — and I tend to agree!

Terromolinos has now been released for the C64, Spectrum, BBC and Amstrad. The BBC, due to its memory limitations, does not include graphics. Terromolinos is priced at £7.95.

so many leading members of the village disappeared overnight.

7. You are in the centre of the hall which continues to the east and west. Stairs lead up to the north and there is a door to the south.
To go N — 32
To go S — 21
To go E — 50
To go W — 62

8. You are on a small staircase leading up. In front of you is a skeleton who makes no bones about attacking you. If you are armed, you will get past him suffering only 1 dice of damage. If you are unarmed, he will inflict 3 dice of damage on you. NB you will have to fight him both going up and coming down.
To go U — 41
To go D — 59

9. The room is a walk-in cupboard. It contains nothing of interest whatsoever.
Go to — 40

10. The passage ends in front of a small terrace. Hearing voices in front of you, you duck behind a small hedge of yew. Peering out cautiously, you are shocked to see some sort of satanic ceremony taking place. Not so much shocked because of what's going on, because you had expected to see such a thing but because of the people that you recognise taking part. Not only do you see your editor, but the police sergeant, a primary school teacher and several other local dignitaries.
Go to — 16

11. The zombies eventually break through the door and pour into the temple. You are quickly overpowered and get dragged outside where you realise with horror that you are about to be sacrificed.

12. The door opens into what appears to be a study. The room is thick with dust. The only furniture of note is an old leather arm chair and a mahogany desk.

To examine the chair — 49
To examine the desk — 30
To go to the hall — 50

13. You enter the library. Books line the north, south

NIGHT OF THE LIVING DEAD

and west walls. There are also several comfy chairs and a table present. There is a book open on the table.

To examine books on W wall — 1
To examine books on N wall — 29
To examine books on S wall — 48
To examine book on table — 35
To leave — 62

14. The door opens into a large bedroom which is dominated by a large four poster bed with its curtains drawn. There is a cupboard on the right side of the bed.

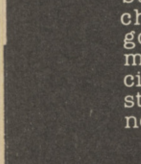
To examine the bed — 53
To examine cupboard — 33
To leave — 40

15. You get a violent electric shock through your finger. Lose 4 dice of damage.

Go to 3

16. The ceremony is taking place in a large garden in front of what appears to be a small temple. There is an alter draped in a black cloth in the centre of a large pentacle. The participants are also clothed in long flowing black robes. The leader of the group — a large woman that you don't recognise — starts to recite a spell which the others join in from time to time. This goes on for some time until a gap in the clouds above reveal the full moon. Suddenly the woman stops chanting and raises a goblet up towards the moon. The others form a circle, holding hands and start to hum a deep bass note.

Go to 25



"Mugsy's Revenge", the sequel to the popular game "Mugsy" will hopefully be released around November/December. As can be seen, the show had quite a few things to offer the adventurer, and I believe we are entering a whole new phase in software development — the age of the adventure is dawning.

You may remember last month I did a review of the very silly program "The Secret of St. Brides" by St. Brides School. Well, not content with giving your beloved Encriptor a mild case of brain-damage, they have released a new game titled "The Snow Queen". The game, or so they say, features, and I quote: "Experimental Fiction with Primary Imbalance and real time interaction intended to introduce sophisticated new techniques with appropriate polysyllabic handles." Well, that's made that perfectly clear hasn't it St. Brides assure us that the wacky humour found in their first game is still present in their second — Ye gads! Is there no escape? Watch out for an in-depth review in the Troll's Tavern.

That about raps it up for this month — next month shall see the start of a two-part article on "Fantasy Role Playing and its relation to Computer Adventuring" — Don't miss it!

"Polysyllabic handles? I had one once but the wheels fell off".

All the best,
The Encriptor

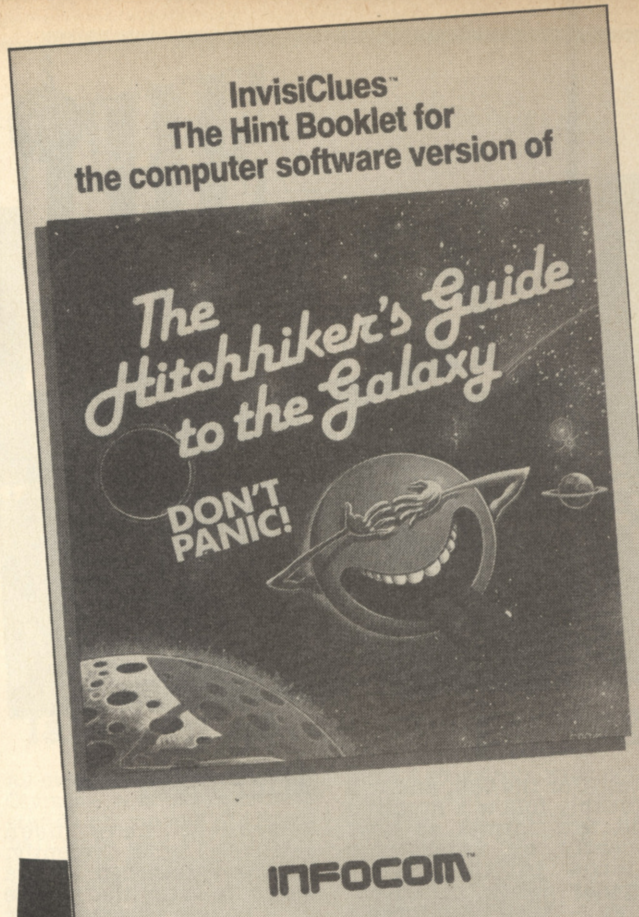
News

Mental Health Specialists in the 21st century decided that adventure game players were very sick people. In fact some have difficulty distinguishing between fiction and reality.

Their answer to this problem is to construct a complex of mazes full of cyborg opponents and throw the ill people into it until they are cured or turn totally mad.

They called this the Asylum.

Soon you will experience the horrors of the "cure" as US Gold import this intriguing adventure. A quick browse through the game's extensive vocabulary reveal the type of inmate you will meet. These include a programmer, philosopher, picknicker and naturally the game's author.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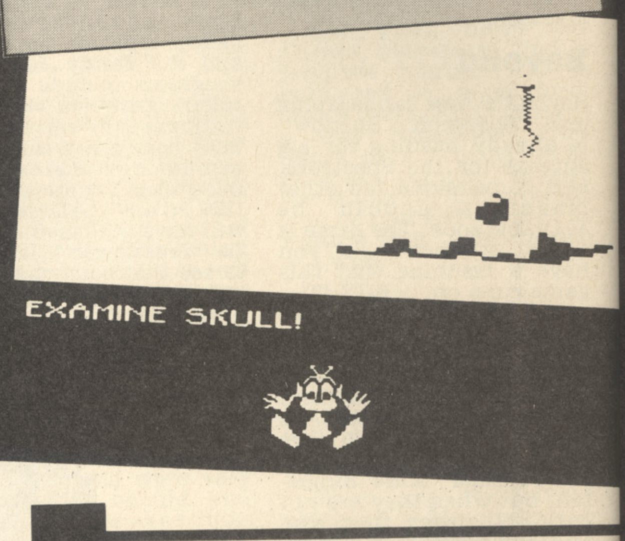


Help is already available for adventurers lost or stuck in the excellent range of Infocom adventures. They take the form of **Invisiclues** which are books full of help, maps and tips that remain hidden until you read them.

The text can be revealed by drawing over a box with the supplied pen. Even then you won't learn the answer. For each problem has several invisiclue answers each telling you a little more about it. These start at general hints and progress until you are given the answer.

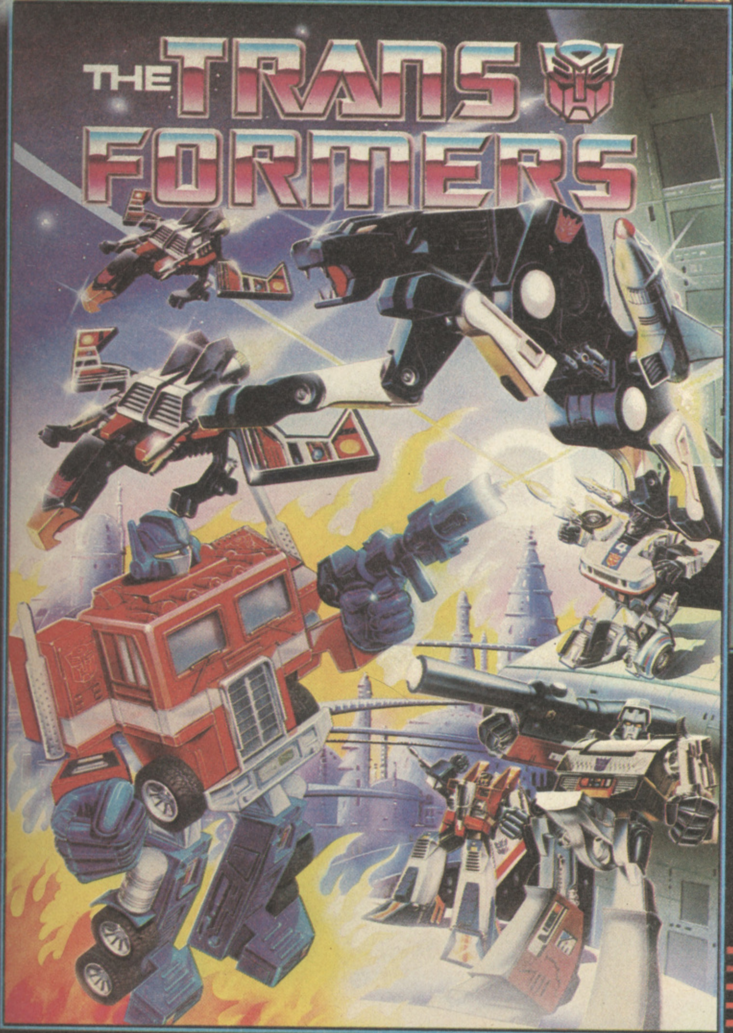
Ariolasoft have at last entered the adventure market with the pending release of Wild West (C64) and Three Days in Carpathia (C64/Spec) which is the first game to come out of their deal with the Ramjam Corporation, best known for Valkyrie 17.

Wild West is described as a joystick controlled graphic action adventure which features curious critters known as sprites.

No-one knows exactly what these sprites are but they seem to know a lot about the adventure. So following their advice you should quickly find yourself in the middle of the bank robberies, shooting competitions, rodeo rides and the recapture of Fort Snake.

Coming Soon

KNIGHT RIDER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DEFY THE LEGEND!

ADVENTURE

the Secret Diary of Adrian Mole

The secret diary of this spotty schoolboy has been a bestselling book and a top TV program now it's a game. Will it be really Fabbo or a simpering wet? Jayne Goin does the homework.

It's been bad enough coming to terms with this acned shell which I call Adrian, but my growing pains are nothing compared to the agonies which I had to bear with the publication of my diaries, the TV series and now this!

I've just seen Brain Box Henderson bragging that he became a suburban prodigy the first time he played the game and that he's got a laser printout to prove it. Added to this, the more impressionable third-formers are wearing stick-on acne spots and those with real acne have started an Adrian Mole lookalike competition.

I suppose I shouldn't complain, even though I'd rather be renowned for my poetical prowness, because Pandora is looking at me with adoring eyes like the dog has when he catches me eating a Mars bar.

The game is layed out like my diary and at several points the player is invited to make a decision on my behalf. The aim is to make me as popular as possible with all of the other characters in the story (except creep Lucas, my mother's lover) without appearing to be a simpering wet. Fabbo, I'm all for being popular.

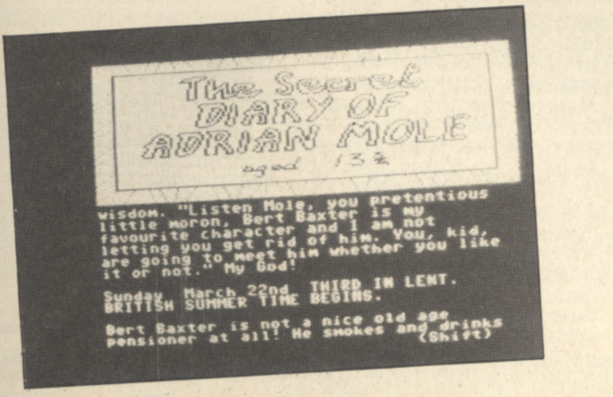
There are four sections on the tape which together take you through the traumatic year when I was 13¾ to 14¾. All the high points and low points are there, the red sock caper and my ill fated foray into the publishing world with the Voice of Youth. I've penned a letter to Pete Austin, the programmer, complaining that my date with Sharon Bott at the roller disco actually occurred a year after the date he puts on it. I suppose that, as a poet myself, I should be more understanding about poetic license.

I have just been playing the game at Nigel's house. It's very unnerving being able to relive your formative years over and over again, a bit like when Mr Dock, our English teacher, made me stay behind after school to redo my homework until I got it right. After playing for hours I still can't achieve a higher rating than spotty schoolboy and I feel sure that this will make me apathetic in adult life.

Each section covers three months of that momentous year, starting with my New Year's Resolutions and, after a bit of a preamble, the computer informs the world that I, Adrian Mole, scored 40%, which makes me a lowly schoolboy. This rating is a matter of opinion because in my eyes I've always been exceptional.

Once again I experience my first meeting with Pandora, the girl who will one day be Mrs Mole (though she's always played hard to get), and how I lost her to Nigel my so-called best friend. Why Pandora, why?

I also meet Bert Baxter through my involvement with the Good Samaritan group at school. He is a



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wisdom. "Listen Mole, you pretentious
little moron, Bert Baxter is my
favourite character and I am not
letting you get rid of him. You, kid,
are going to meet him whether you like
it or not." My God!

Sunday March 22nd THIRD IN LENT.
BRITISH SUMMER TIME BEGINS.

Bert Baxter is not a nice old age
pensioner at all! He smokes and drinks
                               (Shift)
```

NIGHT OF THE LIVING DEAD

17. The liquid is the poison that the old couple took and you sink into a peaceful sleep — one from which you will never awake — not in this life anyway.

18. You take the decision that your life is the most important thing you possess. Making your way back to the car, you reflect that maybe a career in investigative journalism is not for you and you decide to restrict your future excitement to playing computer games.

19. The passage runs roughly N/S. The library door shuts behind you and you make your way southwards through the semi darkness. There is a light at the end and the smell of fresh air. This is quickly replaced by a foul stench and two zombies shamble towards you, dripping gobbets of flesh and wielding clubs.

They move in to attack you but their movements are totally unco-ordinated and you force yourself past them suffering only 3 dice of damage.

To go S — 10
To go N — 38

20. There is a click as a secret drawer slides open. You are disappointed to find only a dog whistle inside, but you pocket it nevertheless.

Go to — 20

21. You are in the kitchen. First sight reveals nothing of interest save the usual squalour which is present throughout the house. There are stairs in the southeast corner and doors to the west and north.

To go N — 7
To go W — 52
To go D — 36
To search — 4

22. The star ruby fits exactly but nothing happens. The temple door splinters

NIGHT OF THE LIVING DEAD

and the zombie army bursts through. You cower at the back of the room. The first zombie is just about to strike and you look skywards for help. A cloud that was covering the moon drifts away and moonbeams flood into the temple. One of the strikes the star ruby and a pulse of intense red light shoots out towards the crystal which shatters into thousands of shards.

Go to — 6

23. The ruby causes a burning sensation in your hands and does six dice of damage.

Go to — 41

24. You hear a click and a spring noise and pleasure mixes with pain as a secret drawer opens and a poisoned dart lands in your thigh. You gain a dog whistle but lose 6 dice of damage.

Go to — 12

25. The hum builds in crescendo until the leader makes a cutting gesture with her hands and all noise stops. Everybody including yourself seems to be holding their breath. You become aware of a movement in the undergrowth and slowly a zombie moves into view, slithering over ground, dropping lumps of flesh as it goes. You snap back to your senses and realise that you are going to have to make a move.

To go back up the passage — 19
To go and talk to your editor — 46
To sneak into the temple — 34

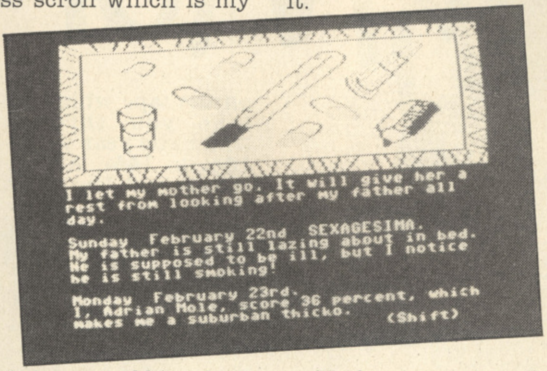
26. Parking your car at the head of the drive, you remove the distributor head as you plan to use the excuse of having broken down. The gates are off their hinges and you walk

---

pensioner who lives on beetroot sandwiches in a ramshackle house, guarded by his less than friendly Alsation, Sabre.

Should I go to Nigel's black clothes party, join Brother Ludovic's Purple People religious sect and will my red sock revolution unite the proletariat of pupils against the regime of headmaster Scruton? All these decisions are yours to influence, and welcome to them is what I say.

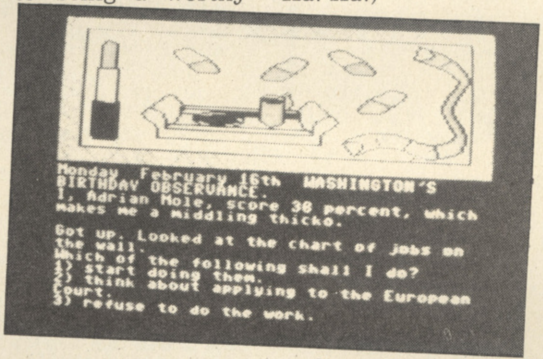
Really, this game does my life an injustice. I see it as an adventure, but Level 9 seem to see it as a multiple choice examination, like a CSE or something (yuk). Most of the story reveals itself regardless of my feelings and occasionally the endless scroll which is my life is interrupted by a decision to be made. Always there are three options and, depending upon the course of action, the next part of the tale is influenced and the score updated. As I said, at the start I am a lowly schoolboy but I can rise through several good decisions to being a worthy poet or descend to moronic depths.



```
I let my mother go. It will give her a
rest from looking after my father all
day.

Sunday  February 22nd  SEXAGESIMA.
My father is still lazing about in bed.
He is supposed to be ill, but I notice
he is still smoking!

Monday  February 23rd.
I, Adrian Mole, score 36 percent, which
makes me a suburban thicko.     (Shift)
```



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Monday  February 16th  WASHINGTON'S
BIRTHDAY OBSERVANCE.
I, Adrian Mole, score 38 percent, which
makes me a middling thicko.

Got up. Looked at the chart of jobs on
the wall.
Which of the following shall I do?
1) start doing them.
2) think about applying to the European
Court.
3) refuse to do the work.
```

Even my parents' separation is laid bare for all to see. The trauma of spending holidays in Sheffield with my mother and Mr Lucas (the Creep), estranged husband of our next door neighbour. Meanwhile, I'm still trying to come to terms with my father's affair with the Stick Insect, Doreen Slater, a local undeveloped area if ever I saw one. And as for her squalling brat of a son Maxwell (House)....

In some ways the game is totally different from my life as I remember it, often the correct decision is not the one which I originally made but an option I never dreamt of at the time and, in a realistic way, the options do not necessarily work out the way anyone would imagine.

At least my poems get another airing. One day Mr Tydeman of the BBC will appreciate me for the genius which I possess. I'm especially pleased to see that my English essay "Despair" gets a special mention again. Despite the publicity received by this poignant story about a hamster with an incurable disease I'm still waiting to hear if Radio 4 wish to use it.

Unfortunately, Barry Kent, our school bully, puts in an appearance or two (too many). His protection money threats remind me that Creep Lucas is an insurance man. I bet he was a bully at school too. Perhaps Baz will become a creep when (if) he grows up. (Ha! Ha! Ha!)

Since these dim and distant times I've joined, and, left, Baz's gang, but at the time of the story I was just another of his financial resources which he used to duff up when times were hard. When he suffered, everyone suffered. Normally I'd say this was a truly Socialist approach but I don't think Neil Kinnock would agree.

One saving grace of the game is the attempt to intellectualise its appeal by adding pictures. Fairly abstract, impressionist they are too and they almost seem to lead a separate existence from the text, like mother and father. The crumblies live together (some of the time), they share certain things and that's about it.

Brain Box Henderson has Red Moon and the Dungeon adventures, I wish my adventure was like that. I see myself as a wizard with sword in hand lopping of the Creep's head and burning the Stick Insect to the stake (after all she's burnt plenty of steaks in her time). Then I see myself casting a spell over my parents with a self-penned spell which turns their marital blitz into bliss and makes the dog do what I want it to do.

Then I'd rescue Pandora from the castle of the evil Lord Nigel and have her swoon in my arms like a submissive faun (I got that out of one of Grandma's Mills and Boone's). Everything would end up fine and I'd be made Poet Laureate and accept the crown which is rightfully mine.

I haven't heard a thing about royalties, I bet that Sue Townsend woman is claiming most of the credit, after all she is one who stole my diaries in the first place and sent me metaphorically naked into the world. Pandora still brings up some of the incidents when she gets into one of her moods.

Most of the words andexperiences are mine and it isn't fair, they could at least invest some money in Clearasil shares or a medical institute which does research into acne, it's causes and eradication.

Sorry Level 9 but I think that you have oversimplified my life and that there was a better game bursting to get out, instead of an examination sheet. Amusing it may be but enduring it isn't.

As a reflection of my existence it is fairly true to life, exciting at times but pretty average over all. You do at least get a diary of your own with the special gift set, and one day your life may be laid out for all to see.

JG

PLANET RATINGS

Originality	●●●
Graphics	●●
Use of machine	●●●
Value for money	●●●

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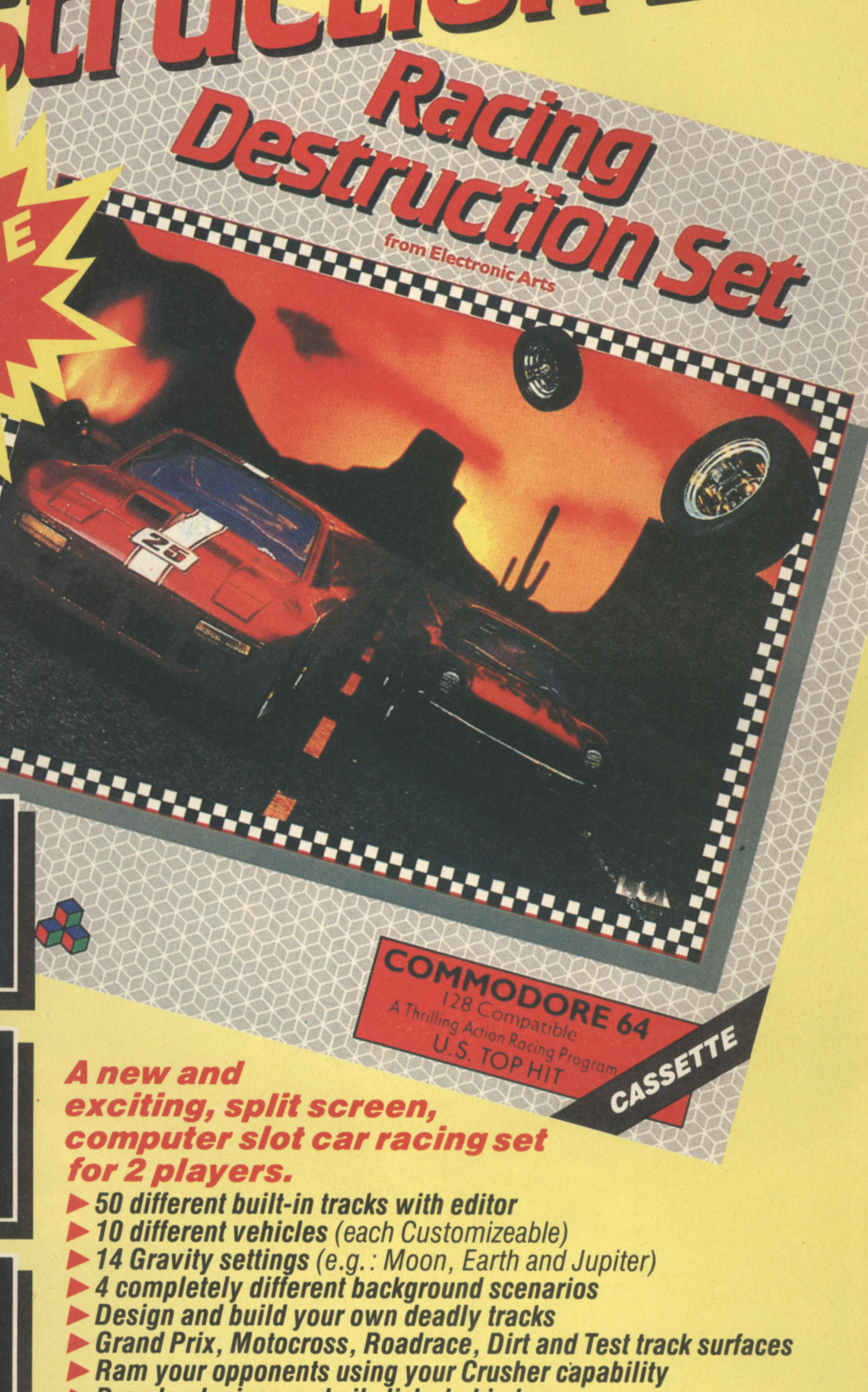
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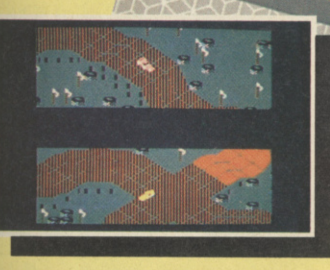

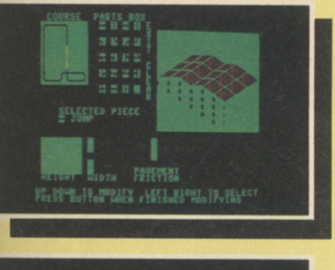
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PAVEMENT
FRICTION
UP DOWN TO MODIFY LEFT RIGHT TO SELECT
PRESS BUTTON WHEN FINISHED MODIFYING

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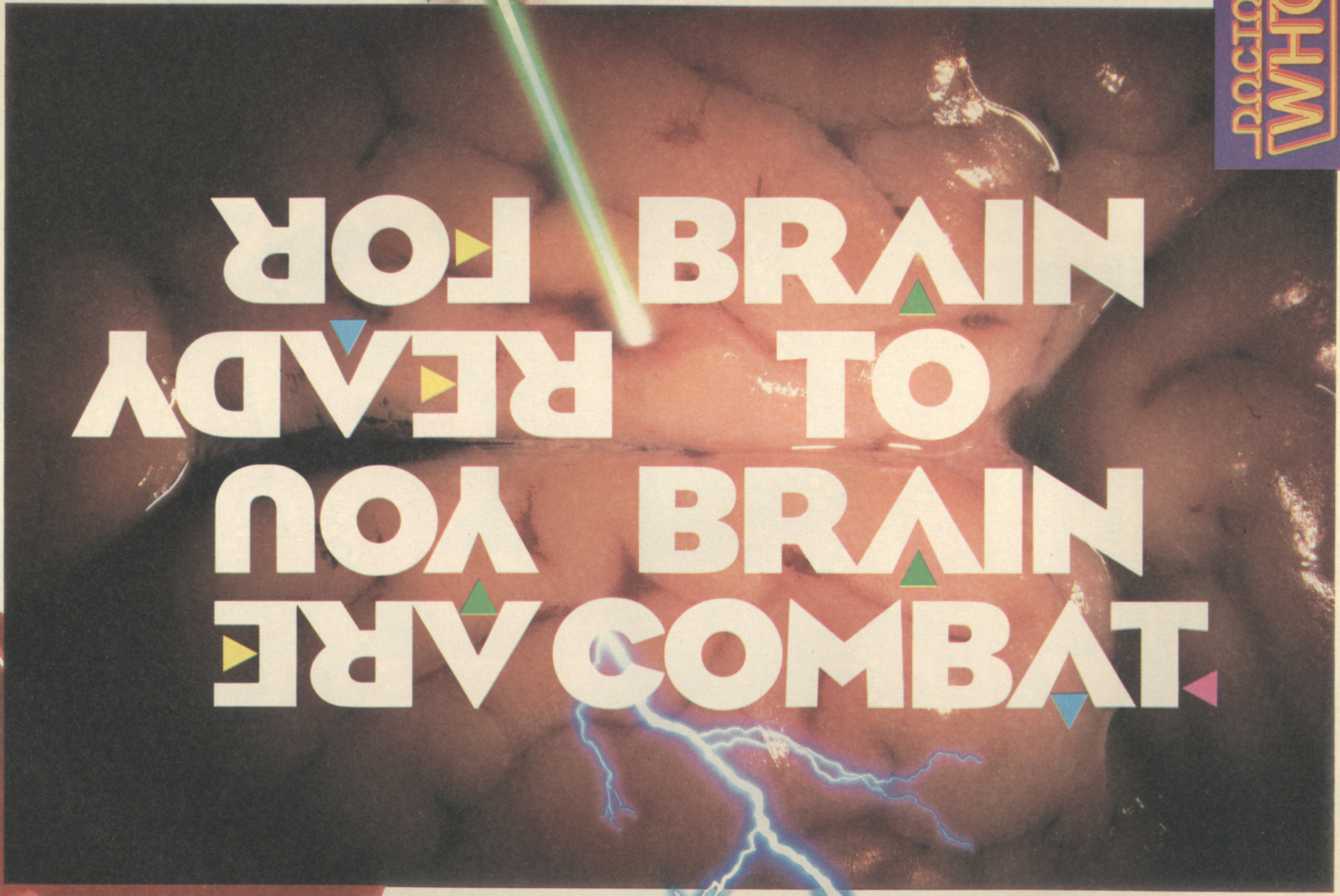
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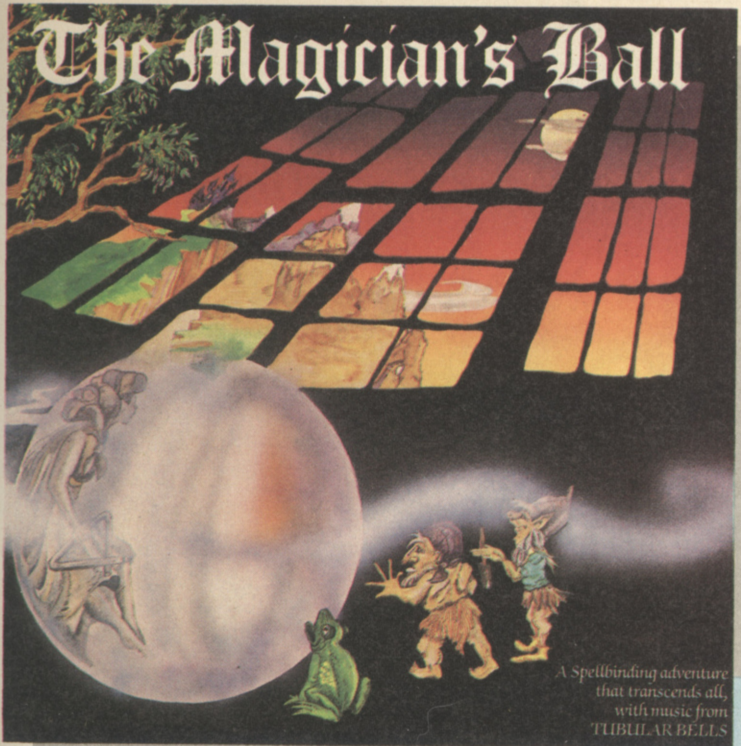
= C*h*A os weapon. ⍋ *The Master reports 'promising' results.* (LIVE ALIEN *cortical preparation.*) ○ Mine/Factory S[illegible] *substantial* [illegible] { Heatonite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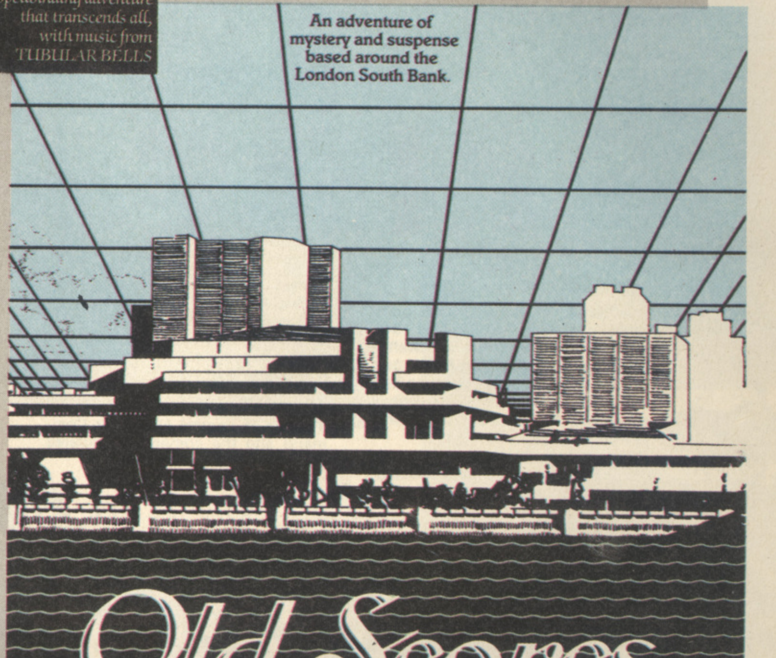
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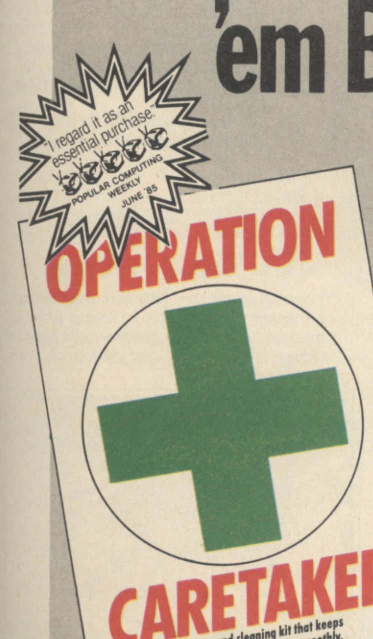
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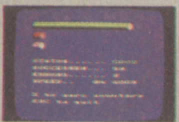

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In the famous words of Winston Churchill:

"Never has so much been owed by so many to so few"

The Game

You are in control of Fighter Command and the computer simulates the operations room. Your task is to deploy your aircraft against the incoming squadrons of the Luftwaffe, whilst bearing in mind the problems of limited flying time, ammunition, available landing strips and the size of the incoming force.

You can also test your arcade skills by actually flying a Spitfire in air to air combat or firing an anti aircraft gun in ground to air battles.

Designed by Alan Steel
Written by Alan Steel, Ian Bird
Graphic Help from Paul Hutchinson

Battle of Britain will soon be available for Atari & Spectrum.

FEATURES

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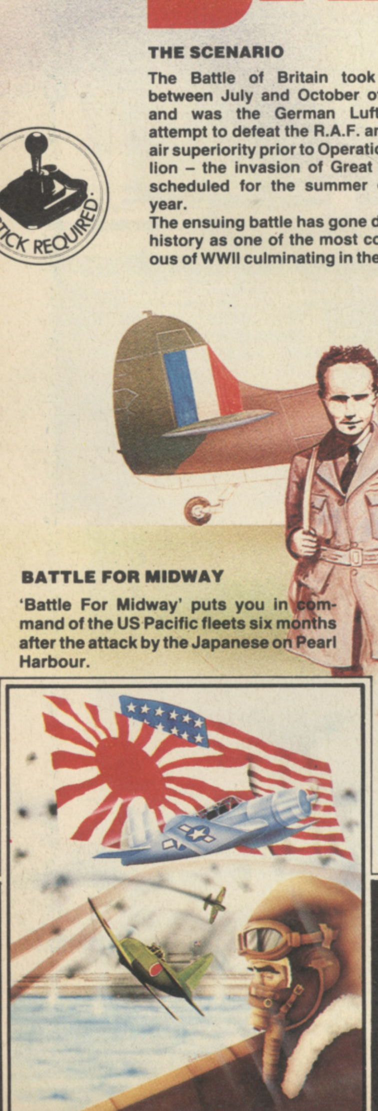

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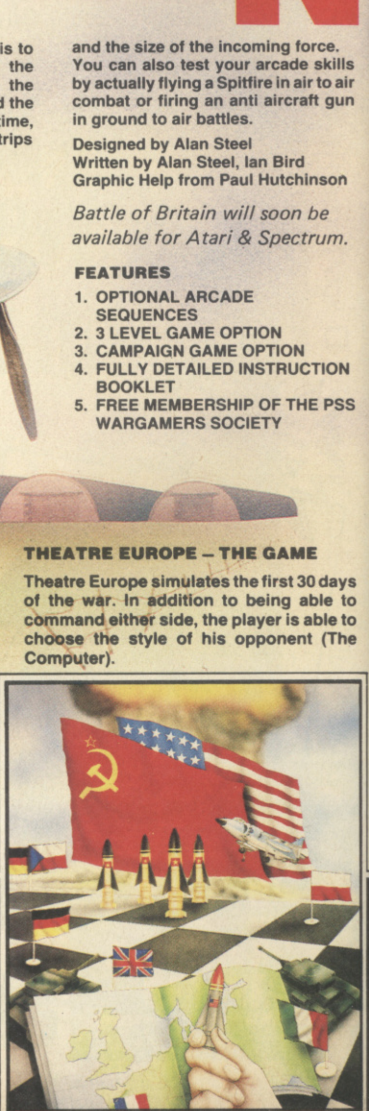

WARGAMERS SERIES

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ADVENTURE REVIEWS

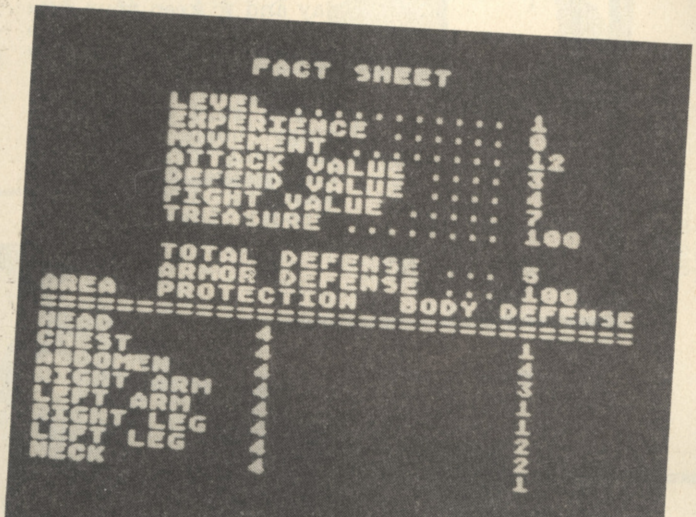
Title: Dunzhin, Kaiv
Computer: C64, Atari
Supplier: US Gold (Screenplay)
Price: £9.95

US Gold obviously aren't content with trying to dominate the arcade scene have followed up their attack on the adventure market that started with the excellent Exodus Ultima III.

Dunzhin and its sequel Kaiv were written by American software house Screenplay back in 1982 but have survived the passage of time by having a strong roleplaying flavour.

Indeed they are neither text nor graphic adventures and form a grouping of their own.

The two games cast you as the Warrior of Ras who must explore a castle in Dunzhin and a cave in Kaiv in search of a treasure. This changes in every game as does the castle itself and includes objects such as the "Frightful amulet of Xudan" and the "Withering cross of Wyjen".



```
          FACT SHEET
     LEVEL ...............  1
     EXPERIENCE ..........  0
     MOVEMENT ............ 12
     ATTACK VALUE ........  3
     DEFEND VALUE ........  4
     FIGHT VALUE .........  7
     TREASURE ............ 100

     TOTAL DEFENSE ...  5
     ARMOR DEFENSE ... 100
AREA   PROTECTION    BODY DEFENSE
==================================
HEAD          4           1
CHEST         4           4
ABDOMEN       4           3
RIGHT ARM     4           1
LEFT ARM      4           1
RIGHT LEG     4           2
LEFT LEG      4           2
NECK          4           1
```

You start the game as a pretty feeble level 1 character whose combined attack and defense combat values aren't going to give the castle's monsters too many sleepless nights. Your body is in a puny state and will damage easily and your first few attempts will end quickly at the hands of ghouls, skeletons and dwarves. At this stage you'll be ready to criticise the games basic graphics which depict you as a crudely drawn character in a walled castle which is revealed as you explore.

However a few lucky blows with your rusty sword and you've gained enough experience points to increase in level. This makes you a little tougher and a lot more confident. From then on, screams of 'Banzai' will fill the air as you become hooked.

You control the actions of your warrior by entering single letter commands which are abbreviations for adventure style activities such as Aim, Bribe, Hit, Hack and Search.

Hit is the command used in combat and is followed by another abbreviation which indicates the part of your opponent that you are trying to hit. Such targets include the head and neck which are hard to hit but won't stand many blows and the chest, arms and legs which are tougher but easier to hit. The number of hit points deducted from the target is determined at random and of course can be reduced by armour.

Your own hit points increase in proportion to your level but your head and neck remain vulnerable.

Certain creatures pose additional hazards for a hit from a Ghoul may stun you and one from a cockatrice can turn you to stone.

In addition to the monsters that will ty and kill there are pits to fall in, wires to trip on and even slippery floors on which you might slip and "fall on your butt".

These accidents can and should be avoided by quick reactions as they cause damage.

On the positive side there are rooms to heal you and mend your broken weapons and battered armour which should help you through the lower levels.

At the time of writing, my current character has accumulated over 190,000 experience points, has reached level 10 and woe betide anyone or anything that stands in his way. Having said that I am still a long way from finding the, as yet, elusive "Crimson tomb of Pacyb".

Kaiv, Dunzhin's sequel, adds more to this basic but enjoyable gameplay as before you enter the caves you have to buy equipment for your warrior. Some of the more intriguing items of sale include a magic sword, a mirror, and a cross. Hints perhaps of what lies ahead.

I have still some of Dunzhin left to explore and am sure that I will enjoy the challenge that awaits in Kaiv. **T.H.**

Storyline	3/5
Atmosphere	3/5
Difficulty	4/5
Value for money	4/5

NIGHT OF THE LIVING DEAD

into the drive which curves round to the right. The garden is one large, tangled, overgrown mess, most of which is totally impenetrable. Arriving at the front door, you get you first shock when you see a wax doll pinned to the door. It is even more of a shock to realise the model is of you! Lose 1 dice of damage. There is a bell next to the door and a mat in front of it.

To ring the bell — 15
To lift the mat — 3

27. On examining the ring, you find that it is nothing more than cheap paste, and you hurl it to the ground in disgust.
Go to — 14

28. The book is a spirally bound pad with most of the pages torn out. There is, however, a pencil in the spine and by carefully rubbing over the top page, the following can be read "...last rituals seem to have...breakthrough...raise the dead...power from the sphere..."

Go to 41

29. The odd book makes some sort of sense to you. They concern black magic, satanic rites and lists of spells. What passages are marked all seem to be concerned with raising the dead and there are handwritten notes in the margins ranging from the blunt "this does not work!" to "pipstrelle bat tongue is not potent enough. Try again with vampire bats."
Go to — 13

30. The drawers of the desk are empty but you do find two small buttons underneath the top of the table.
To press left button — 60
To press right button — 20
To press both together — 24
To ignore them — 12

31. The door opens outward to reveal a hanged man. The face is blackened and twisted with the tongue hanging out. A sign round the man's neck reads "This is the last man to investigate us. Leave now with your life." You take a picture.
To search the room — 51

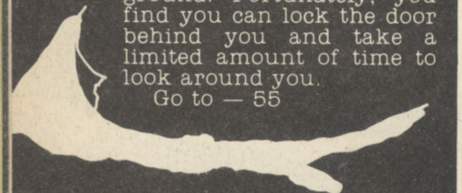
NIGHT OF THE LIVING DEAD

To search the body — 42
To return to hall — 50

32. Halfway up the stairs is a suit of armour which attacks you. Roll a dice. On 1, 2, 3 or 4, it does that number of dice of damage. On 5 or 6 it misses you.
To go U — 40
To go D — 32

33. The cupboard has a glass on top which is half filled with an amber liquid. The liquid smells of nothing in particular.
To drink the liquid — 17
To leave it alone — 14

34. Making your way through the undergrowth, you get as close as you can to the temple without being seen, but you are still about fifty yards away. Summoning up your last reserves of strength you make a mad dash towards the building. The alarm is raised but you easily outdistance the zombies and make your ground. Fortunately, you find you can lock the door behind you and take a limited amount of time to look around you.
Go to — 55



35. This book appears to be the one currently in use. Underlined passages refer to the crystal of soul searching which when used in conjunction with certain rites and incantations, can be used to raise the dead. Other passages go on about the benefits and power to be gained from the star ruby but give dire warnings about bringing the two into close proximity.
Go to — 13

36. You are in the cellar. In one corner is a crate of chickens, six each of a pure white colour. In the opposite corner, something appears to be moving. Closer examination shows this to be a living mountain of maggots. They appear to be feeding on the headless bodies of chickens.
To put your hand in the maggots — 57
To look for something to prod the pile with — 5
To return to the kitchen — 21

37. You are unable to get the case open or break it and you soon come to the conclusion that you will need some special means of opening it.

Title:	**Terrormolinos**
Computer:	**Commodore 64, Spectrum**
Supplier:	**Melbourne House**
Price:	**£7.95**

It's always a pleasant change to find an adventure game which does not involve dungeons, dragons, spaceships or aliens. It is rarer to find one with a real sense of humour but Terrormolinos is exceptional.

The game takes place on a horrible package tour to an equally awful coastal resort in Spain. Accompanied by your troublesome family, the challenge is to survive the trials and tribulations of your holiday and to keep your wits about you and take souvenir photographs to prove that you were actually there.

You start off in your dingy home in Slough panicking to pack at the last minute. This involves searching high and low through the house for essentials such as your passport, swimming trunks, the essential camera and last and certainly least, the rest of your family. If you fail to get everything together before the taxi arrives you fail before your begin, if you succeed then you're well on your way to the holiday of a lifetime (hopefully only once in a lifetime).

Beryl and the two kids turn out to be a real pain in the hacienda, wandering off and getting into trouble and you spend a fair amount of your time acting like a human sheepdog to keep everyone together. Occasionally you might like to take a photograph, assuming you have found somewhere to buy a film, but you have to be choosy

TERRORMOLINOS

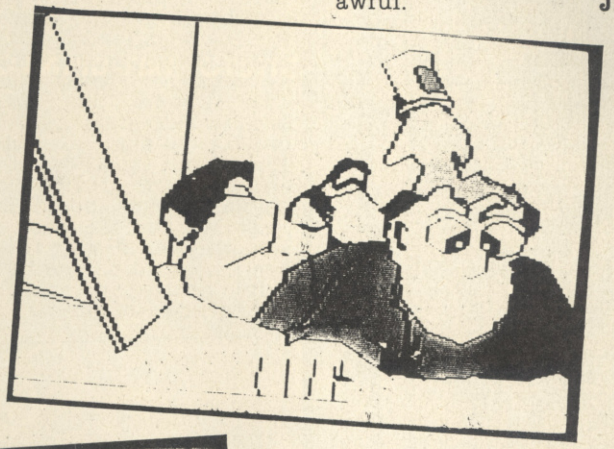
because you only have twelve exposures and ten of these must be the correct shots to win the game.

Each time you take a photo the shot develops on the screen using a system which the programmers call Saucivision. The graphics look like those naughty seaside postcards which you send out to make your maiden aunt blush.

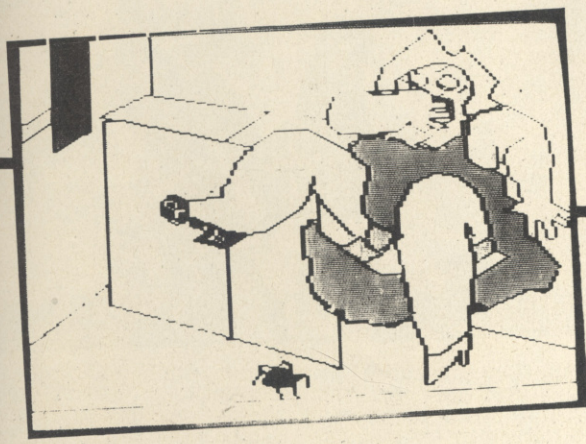
There are sufficient problems to keep you on your toes throughout the adventure, fighting off vicious sharks, avoiding sunburn and suffering the torments of Spanish nightclubs (surely a remnant of the Inquisition). I even found myself in the wrong adventure at one point, my mother told me not to follow strange men around.

Terrormolinos was created by the authors of Hampstead and it shows. I got a definite hint of sadism from their previous effort and this new game twists the knife. The problem is that the situations are recognisable to anyone who has ventured on a package tour where the main problems are the other tourists and the fact that the place is full of foreigners. You even pick up a smattering of Spanish as you wander through your nightmare.

This must rate as one of the most awful adventures which I have ever played, gloriously and superbly awful. **J.G.**



Storyline	5/5
Atmosphere	5/5
Difficulty	4/5
Value for money	5/5



Title:	**The Wizard and the Princess**
Computer:	**C64, cassette/disk**
Supplier:	**US Gold — All American Adventures**
Price:	**£9.95, £14.95**

The first in US Gold's series of All-American adventures, Exodus, went straight into my all time favourite games list, so I was looking forward to their next release, especially as it came over from the States with a considerable reputation.

Wizard and the Princess is a disk-based text and graphics adventure, originally released by Sierra On-Line. Written in 1982, it is beginning to look it's age when compared to some of today's games but is nonetheless a very challenging game to play.

The plot is one that has been used many times in adventures, namely rescuing the princess from the clutches of the evil wizard. During the course of your journey, you will come across snakes, scorpions, gnomes and giants. There are several mazes for you to get lost in including one in the desert right at the start.

The graphics play an important part in the game not so much because of their quality (which is fairly crude by today's standards) but because of the vital clues that they contain. Location descriptions are terse and you have to examine everything in the pictures very carefully. Progress in the game is unusual in that once you move on, you can't go back on yourself. It is very easy to miss things, so searching every area thoroughly is of great importance.

Every picture and most commands require the disk to be accessed which tends to be a bit slow. Also, there are a few logic problems which are extremely annoying eg "You can see a scorpion." "Hit scorpion." "You can't see a scorpion" etc. I also encountered a couple of problems with the disk hanging up on me for no obvious reason.

This is definitely not a game for beginners. The problems are tough and you cannot progress very far until you solve them (unlike Zork say where you can wander round huge areas with very little effort). At just under fifteen pounds, it would also seem to be on the expensive side, but adventurers who consider themselves to be a cut above the rest of us mere mortals should consider buying a copy. There are however, many better games on the market. **G.H**

Storyline	3/5
Atmosphere	2/5
Difficulty	4/5
Value for money	2/5

NIGHT OF THE LIVING DEAD

If you think you have the means — 58
If not — 41

38. You find a small catch which opens the secret door into the library.
Go to 13

39. You grab the crystal but an enormous force field discharges through you. Take 12 dice of damage.
If you are still alive — 55

40. You are on the landing. Stairs go down and doors lead off in each of three other directions.
To go N — 9
To go E — 59
To go W — 14
To go D — 32

41. The staircase opens into a small windowless attic. The only features of note is a large star shaped ruby inside a glass case and a notebook.
To get the ruby — 37
To read the book — 28
To go down — 8

42. There is a notebook in the man's pocket. The only bit you can decipher is "The place is evil and must be destroyed. I have not yet found the star ruby . . ."
Go to — 31

43. There is a small flickering light inside the crystal which seems to hypnotise you. You feel an inner power draining out of you and you don't notice at all when the zombies break through the door. The soul seeker has done its job again — you are now one of them.

44. This door opens into a large living room. There is a strong stench of putrefaction and your stomach starts to heave. The floor is covered with what look like large clods of earth and these appear to be the source of the stink. You hear a sudden noise like a chain slipping, and look up to see the chandelier crashing down towards you. You dive out of the way. Roll a dice twice. If the total is 7 or less, you were not quite quick enough and take 2-7 dice of damage. If the total is 8-12, you escape unscathed. In diving out of the way, you come face to face with one of the lumps and notice that it resembles decaying flesh rather than soil.
Go to — 62

45. The door is locked.
If you have a key — 8
If not — 40

NIGHT OF THE LIVING DEAD

46. You walk out into the middle of the group and announce your presence. Your editor comes out to meet you. "I always knew that you were a troublesome one. You realise of course that we can't let you go and somehow I don't think that you would want to join our little group." He gives a signal and your arms are pinioned from behind. You are strapped down to the alter and your last view of life is a wickedly curved knife, poised above your chest, silhouetted against the moon. At least you know there will be some form of after life.

Even if only as a zombie.

47. There is a star shaped indentation in the top of the plinth.
If you have the ruby — 61
if not — 55

48. A large black book grabs your attention. You reach up to get it but it turns out to be not a book, but a lever for a secret door which opens in the south wall.
To go down the passage — 19
To stay in the library — 13

49. There is a hole in the chair where the stuffing is coming out. Thinking that something might be hidden inside, you put your hand inside and grope around. Unlucky! Your hand gets bitten by a rat that has made its nest in the chair. Lose 1 dice of damage.
Go to — 12

50. You are at the east end of a long hallway. There are doors to your left and right.
To go S — 31
To go N — 12
To continue down the hall — 7

51. The room appears to be a clockroom. One of the coatpegs appears somewhat loose and when you pull it, a small panel opens to reveal an amulet on a chain. Not believing in such things, you put it in your pocket.
Go to — 31

52. The door opens into the dining room. The table is set for a large meal but no-one has touched the room for ages as the food is a mixture of mildew, cobwebs and cockroaches. Doors lead to the north and east.
To go E — 21
To go N — 62

53. You pull the curtains and see two bodies lying side by side. The bodies are that of a little old man and woman and they are holding hands as if they died in a suicide pact. The old man is wearing a large ruby ring.
To get the ring — 56
To move away from the bed — 14

54. There is no problem when you pick up the ruby but you can feel it pulsing with power.
Go to — 41

55. The temple is roughly square shaped with an open roof. There are two tables, each covered with a golden cloth depicting assorted arcane symbols. On the far one, mounted on a plain wooden plinth sits a crystal ball. On the near table sits an empty black plinth. The zombie army is trying to break down the door.
To look into the crystal ball — 48
To grab the crystal ball — 39
To examine the black plinth — 47
To wait — 11

56. The ceiling of the bed complete with vicious iron spikes hurtles towards you as you trigger some hidden mechanism. Roll a dice twice. If the total is 6 or less, you get the ring and escape. If your total is 7-12. the spikes get you and you suffer 7-12 dice of damage in getting the ring.
Go to — 27

57. The maggots are carniverous and your hand is ripped to shreds. Lose 10 dice of damage. You do however find a key.
Go to 36

58. You will need the dog whistle.
If you have it — 2
If not — 41

59. This is a small bedroom, apparently servants' quarters. A rusty bedstead is the only furniture. A door leads north.
To go N — 45
To go W — 40

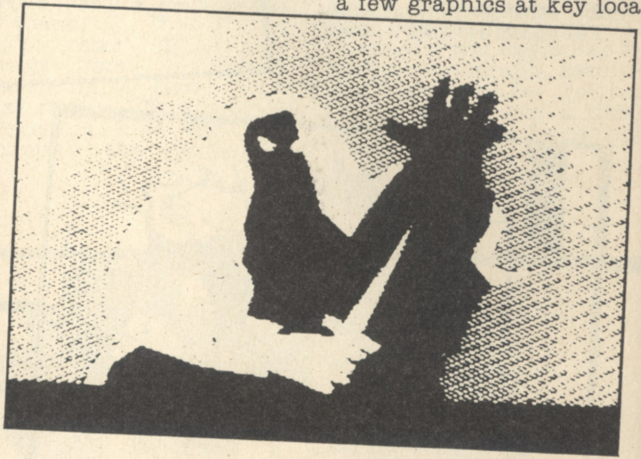
60. A poisoned dart shoots out of the desk and embeds itself in your thigh. Lose 6 dice of damage.
Go to — 12

61. If you want to put the ruby in the plinth — 22
If not — 55

62. This is the west end of the hall. Doors lead north, west and south and the hall continues to the east.
To go N — 44
To go S — 52
To go E — 7
To go W — 13

Title:	**Bored of the Rings**
Computer:	**Spectrum, QL, Amstrad, BBC**
Supplier:	**Silversoft**
Price:	**£7.95**

For a book as well loved as Lord of the Rings, it is hardly surprising that people should want to satirise it. It is after all, the ultimate compliment, albeit a somewhat backhanded one. To date, there have been two attempts at LOTR, one book and one computer game, both called Bored of the Rings. Here the similarity ends though not least because the book is somewhat er smutty and a version based on the book would no doubt get instantly banned from Smiths.



Originally produced by Delta 4 Software for the Spectrum such has been the interest in this game, that it is now being marketed by Silversoft with versions planned for the QL, Amstrad and BBC. Since the original was out before Gamer, I thought I would take the opportunity to catch it on its re-release.

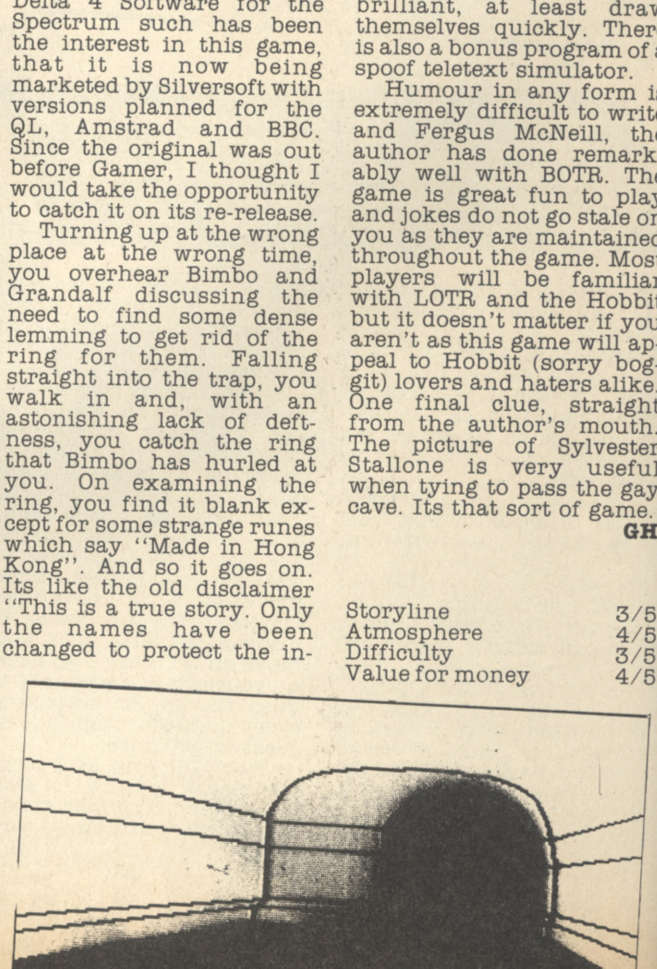
Turning up at the wrong place at the wrong time, you overhear Bimbo and Grandalf discussing the need to find some dense lemming to get rid of the ring for them. Falling straight into the trap, you walk in and, with an astonishing lack of deftness, you catch the ring that Bimbo has hurled at you. On examining the ring, you find it blank except for some strange runes which say "Made in Hong Kong". And so it goes on. Its like the old disclaimer "This is a true story. Only the names have been changed to protect the innocent." Thus Sam, Merry and Pippin become Spam, Murkey and Pimply whilst you will find yourself journeying over the Brandname Bridge, through Rivendull on your way to Berkwood.

The game loads in three parts with access to parts two and three requiring completion of the previous part. There are over 200 locations in all for you to explore. The character set has been redesigned and the result is a most pleasing uncial script. There are also a few graphics at key locations which although not brilliant, at least draw themselves quickly. There is also a bonus program of a spoof teletext simulator.

Humour in any form is extremely difficult to write and Fergus McNeill, the author has done remarkably well with BOTR. The game is great fun to play and jokes do not go stale on you as they are maintained throughout the game. Most players will be familiar with LOTR and the Hobbit but it doesn't matter if you aren't as this game will appeal to Hobbit (sorry boggit) lovers and haters alike. One final clue, straight from the author's mouth. The picture of Sylvester Stallone is very useful when tying to pass the gay cave. Its that sort of game.

GH

Storyline	3/5
Atmosphere	4/5
Difficulty	3/5
Value for money	4/5



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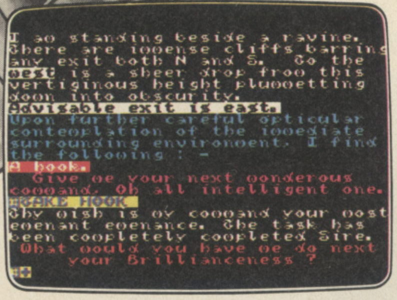
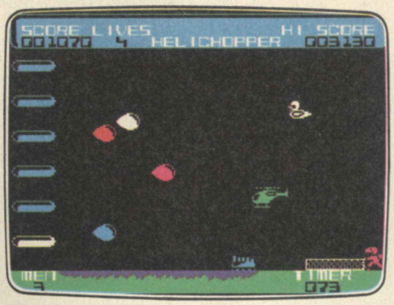
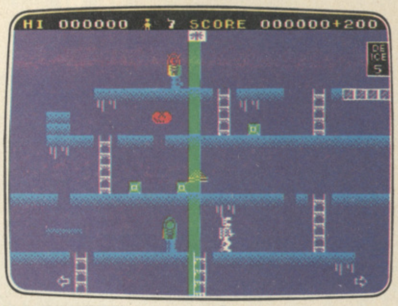


```
I am standing beside a ravine.
There are immense cliffs barring
any exit both N and S.  To the
west is a sheer drop from this
vertiginous height plummetting
down into obscurity.
Advisable exit is east.
Upon further careful opticular
contemplation of the immediate
surrounding environment. I find
the following : -
A hook.
  Give me your next wonderous
command. Oh all intelligent one.
TAKE HOOK
Thy wish is my command your most
eminent eminance. The task has
been completely completed Sire.
 What would you have me do next
      your Brillianceness ?
```

THE HELM Adventure
An amusing, stylish text adventure

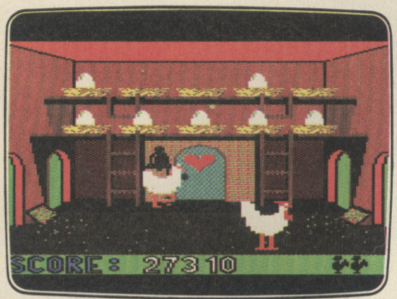

SCORE LIVES
001070 4 HELICHOPPER
HI SCORE
003150
MEN
TIMER
073

HELICHOPPER Arcade
Fast and smooth multi-screen action

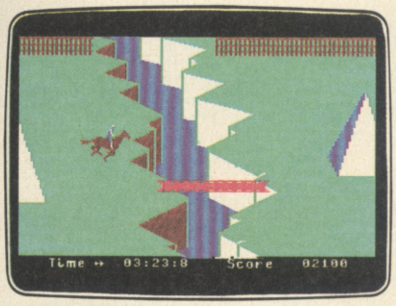

HI 000000 7 SCORE 000000+200

MR FREEZE Arcade/Strategy
Six compartments, each tougher to de-ice

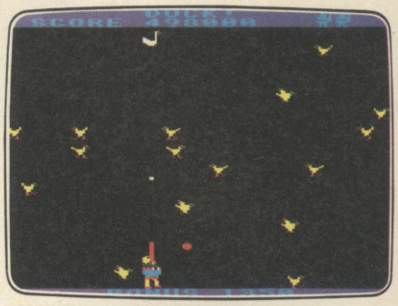
FAH
Sixty


SCORE: 27310

CHICKIN CHASE Arcade
Ruling the roost can be a hard life

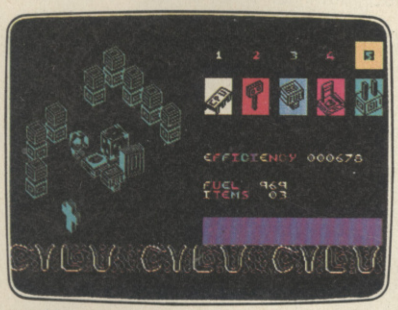

Time → 03:23:8 Score 02100

SUPER RIDER Arcade
Equestrian extravaganza – will you go the course?

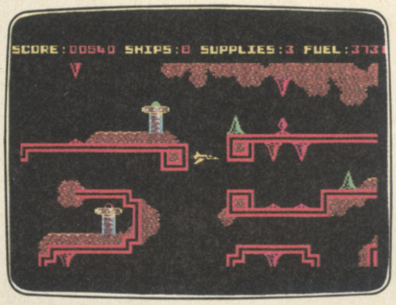


DUCK! Arcade
Comedy and music in this novel duck shoot

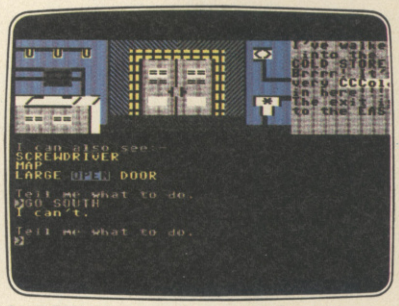
HEA
Nerv


1 2 3 4
EFFICIENCY 000678
FUEL 969
ITEMS 03
CYLU CYLU CYLU

CYLU Arcade/Strategy
Can you complete this supreme test of logic and skill?


SCORE:00540 SHIPS:8 SUPPLIES:3 FUEL:373

CAVERNS OF ERIBAN Arcade
Supply the mines against terrible odds



```
I've walke
 into the
COLD STORE
Brrrr! It'
very CCCol.
in here!!!
The exit i
to the EAS
```

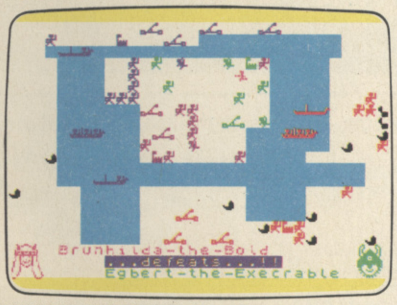
```
I can also see:-
SCREWDRIVER
MAP
LARGE OPEN DOOR

Tell me what to do.
>GO SOUTH
I can't.

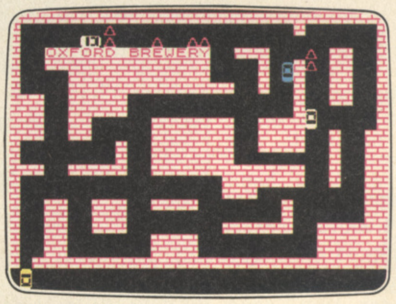
Tell me what to do.
>
```

SUBSUNK Adventure with Graphics
Trapped on the sea bed in a scuppered submarine

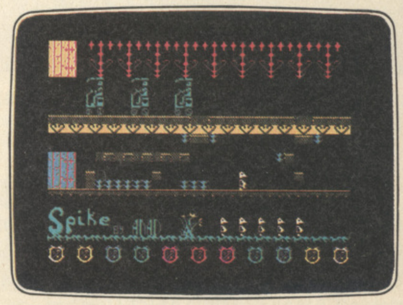
MIC
Fou


Brunhilda-the-Bold
...defeats...!
Egbert-the-Execrable

VIKING RAIDERS War Game
A test of strategy against the computer or friends

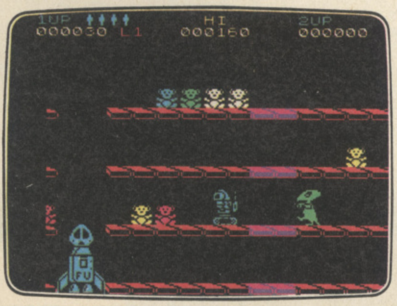

OXFORD BREWERY

RUN BABY RUN Arcade
Multi-car cop chase and shoot-out

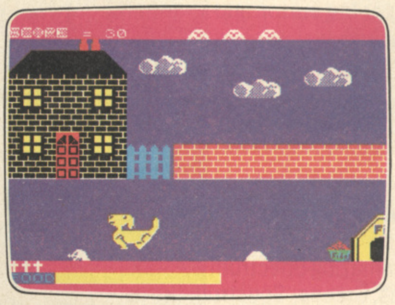


SPIKE Arcade/Strategy
Help Spike to find the golden Dream-Sphere

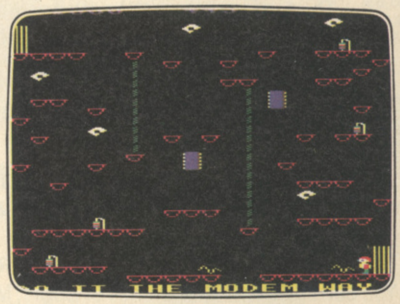
BO
Twe


1UP
000030 L1
HI
000160
2UP
000000

DON'T PANIC Arcade/Strategy
Amusing and challenging, a game with a difference



DON'T BUY THIS! Compilation
Five of the worst games you have ever seen


O IT THE MODEM WAY

THE HACKER Arcade/Strategy
Terminal to modem, telephone network to mainframe

SH
Sar
anc

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e-ice

hoot

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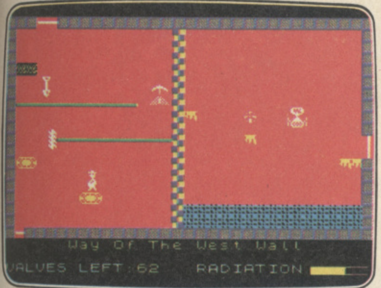
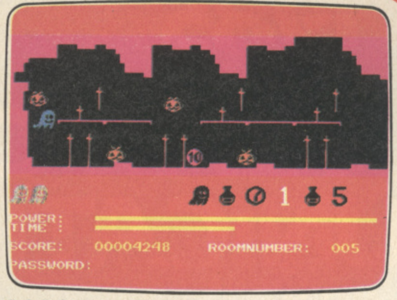
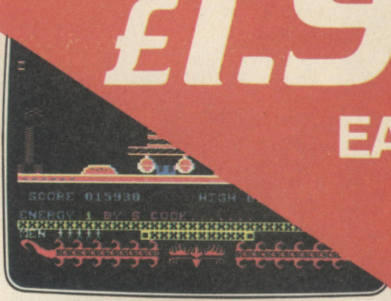

Way Of The West Wall
VALVES LEFT 62 RADIATION

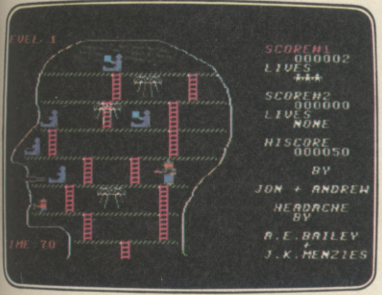
FAHRENHEIT 3000 Arcade/Strategy
Sixty four screens to meltdown


POWER:
TIME :
SCORE: 00004248 ROOMNUMBER: 005
PASSWORD:

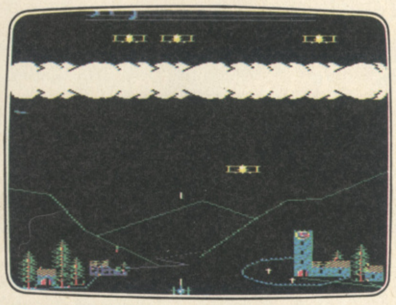
GOGO THE GHOST Arcade/Adventure
150 different haunted castle chambers


SCORE 015930 HIGH
ENERGY

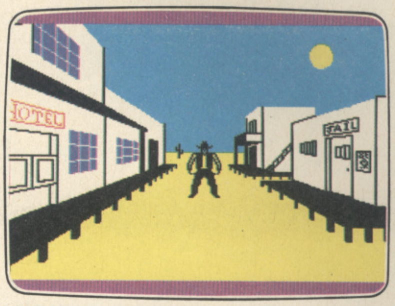
CIRCUS CIRCUS Arcade
Twenty circus rings to escape


SCORE#1 000002
LIVES
SCORE#2 000000
LIVES NONE
HISCORE 000050
BY
JON + ANDREW
HEADACHE BY
R.E.BAILEY
J.K.MENZIES

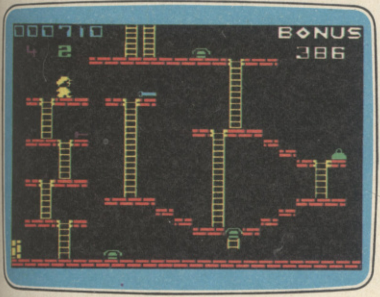
HEADACHE Arcade
Nervous Ned's quest to serve the Brain



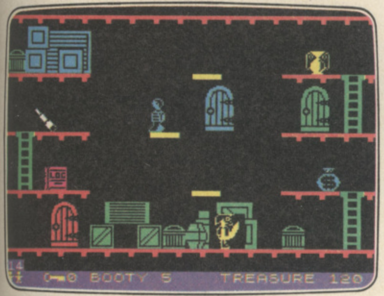
BIRD STRIKE Arcade
Wing the planes and shoot the pigeons



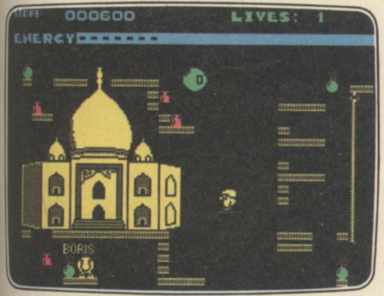
THE WILD BUNCH Strategy/Adventure
Accused of murder, hunt the real killer


000710
BONUS
386

MICKEY THE BRICKY Arcade
Four screens packed with fun


BOOTY 5
TREASURE 120

BOOTY Arcade/Adventure
Twenty holds full of pirate loot


000600
LIVES: 1
ENERGY
BORIS

SHORT'S FUSE Arcade/Strategy
Sam Short secret agent versus Boris and his bombs

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022 **ESTRA**
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027 **BIRD STRIKE**
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COMMODORE 64
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017 **BOOTY**
019 **HEADACHE**
024 **GOGO**
028 **ESTRA**
032 **SUBSUNK**
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002 **MICKEY THE BRICKY**

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008 **VIKING RAIDERS**
012 **THE WILD BUNCH**
014 **MR. FREEZE**
016 **BOOTY**
031 **SUBSUNK**
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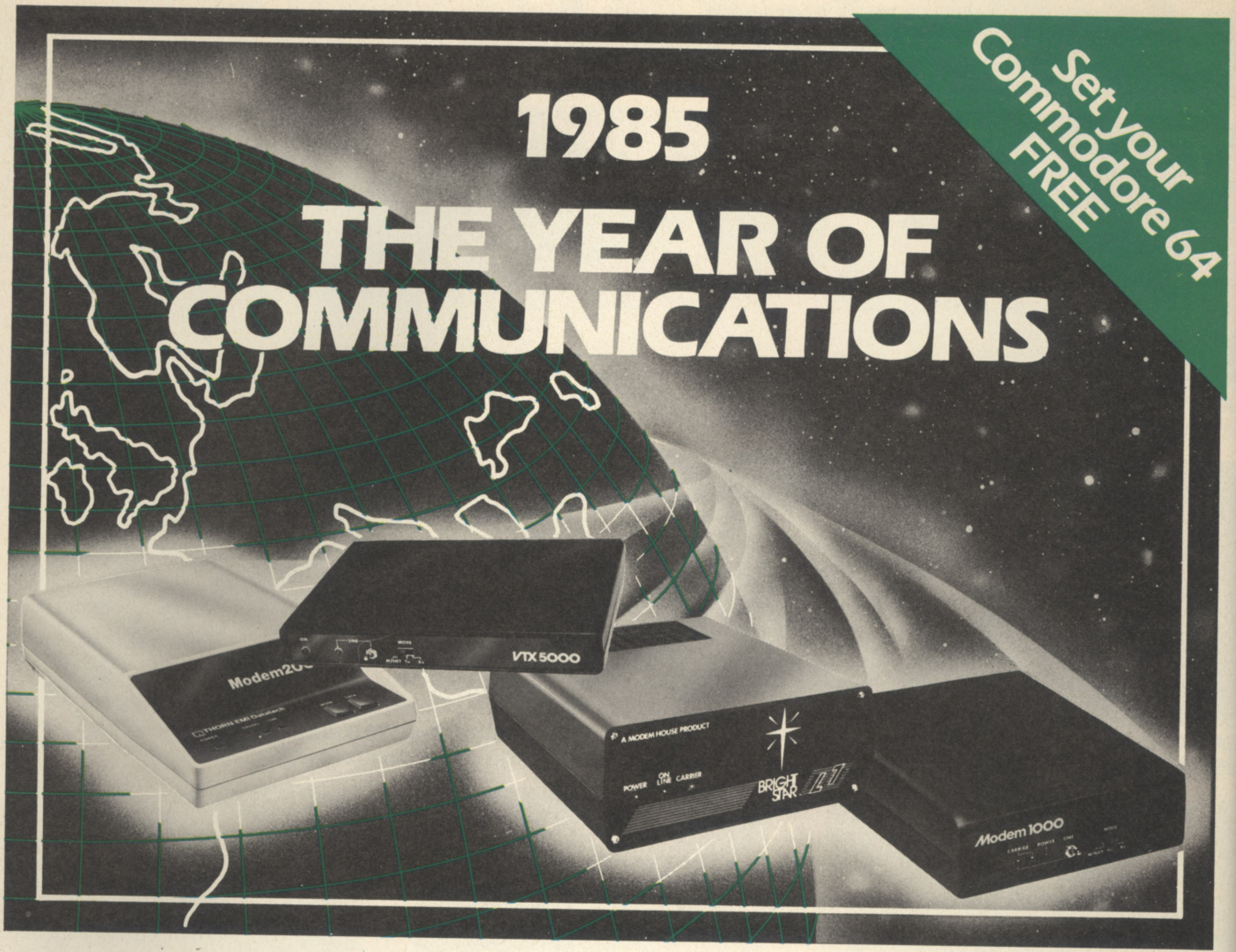

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CG3

Dungeon Dressing

Gordon Hamlett continues his series for adventure authors with a look at magic.

Magic may appear in many guises. Last month I looked at the basic ideas involved in using magic in an adventure. This month I want to consider the sort of spells that you might consider using. The article consists of two main lists, and ideas can be freely swapped between them. For example, an invisibility spell could be cast from a ring, potion, scroll, wish etc and is not restricted to any particular area or artefact.

Effects

Levitation
Flying
Climbing
Size increase
Size decrease
Invisibility
Heal wounds
Cure poison
Extra strength
Persuasion
Plant control
Detect treasure
Detect evil
Detect magic
Water breathing
Animal control
Fire resistance
Protection from evil
Genie summoning
Change shape
Magical light
Magical darkness
Lightening bolts
Fireball
Sleep spell
Magic missile
Weather control
Extra speed
Trap detection
Create water
Remove curse
Talk to animals
Turn to stone
Turn from stone
Unlock doors
Understand languages

Sources of Magic

Potion
Scroll
Ring
Wand
Rod
Stave
Staff
Musical instruments
Broomsticks
Food
Medallion
Boots
Carpet
Dust
Rope
Crystal ball
Book
Swords
Other weapons
Clothes
Armour
Jewellry
Hats/helmets
Gauntlets
Salve
Drink
Amulets
Cloak
Cards
Shield
Talisman
Belt

Once you decide to allow the use of magic in your game, you must be very careful not to let it dominate things. It is all too easy for a player with access to spells to become too powerful, destroying everything that you have put in front of them with fireballs, invisibility spells and the like. But fear not! You don't have to give the player an easy run for his money. Here are a few ideas.

Tradition has it that spell casting involves one or more of the following. Magic words to be spoken (hocus pocus etc), gestures to be made with hands (eg waving a wand) or some object of focus (eg eye of toad). Possible counters to these devices could include a silence spell cast on an area, too many objects being carried to prevent body movements or the player having to find the focus of the spell.

The player should never be told the nature of the magic that he has discovered (or even if it is magical at all!) but left to work it out for himself by a means of trial and error.

Magic should only have a limited duration. Spells read from scrolls can only be used once. A cast light spell might last only for ten turns whilst potent spells, such as a rod charged with lightning bolts might only have a limited number of charges left in it. A device for controlling animals should only work on a specific type eg dragons. Remember, owners of magic items will use them against the adventurer rather than hand them over willingly.

Finally, just when the adventurer is getting complacent, get your own back by poisoning the odd potion, cursing the occasional weapon and writing scrolls in exploding runes. Magic should work for you as well as against you.

PBM UPDATE

This month Peter Bertin delves into the Tribes of Crane plus we have news of an exciting new game from KJC games designed for beginners.

It's a Crime!

KJC are launching this new game especially for those beginners who want to join a relatively simple and cheap game. The idea being that after a few turns of Crime you're ready for the more involved games.

The game is set in an American city in the 1990's which is being fought over by a number of gangs. You play da Boss of one of these gangs.

The object of the game is simply to be the biggest gang that controls the most turf and, ultimately, to become the Godfather.

This isn't going to be easy as there will be about 500 gangs vying for the position.

Your current standing in the game is determined by the number of gang members you have (cruits, punks and pros). The number of blocks you control, the gang's reputation, your current stock of money and weapons and even the quality and coolness of your gang's clothes.

During each turn you can improve your position by leaning on citizens for protection money, recruiting more "members" or moving in on other blocks, particularly if it is part of another gang's turf. However you should always be wary not to stretch too far and make yourself an easy target for another gang or, of course, the feds.

It's a Crime! will cost only £5 for 8 turns which amounts to only 62p a turn.

Special Offer

Computer Gamer and KJC are teaming up to make it even cheaper for Gamer readers. Cut out and keep this token which, together with the coupon in next month's Gamer, will allow you to setup in the game and have your first two turns for only £1. As an additional incentive the first 500 will get an additional two turns free!

So make sure you order your December transmission of Gamer now. To miss out on such an offer would be a Crime!

By Peter Berlin

Imagine that your table begins to rock gently and as you look out of the window the familiar view begins to fade and instead you see the calm, shallow seas of Crane. Instead of the washing drying on the line you can see the sails of five bulky old ships flapping in the breeze. In the foreground, the board deck of your own flagship heaves gently in the swell and on the horizon you can clearly make out the low dark mass of land for the seas of Crane are all narrow.

Your cup of tepid tea turns into thick, sweet kuta, the mead related ale so popular in the waterfront taverns of the seaport you visit, and you take a long draw to help you think over your problem.

Suddenly you are responsible for the whole tribe. 400 men, women and children and the six huge arks, the slow floating homes on which they live. The tribe came into being when you joined the game Tribes of Crane and they will move and act on the surface of Crane according to your wishes. If you want them to be warlike and aggressive they will attack at your command; if you wish to trade they will become merchants. The tribe will move as often as you can get your moves in to the games master and their level of contact with other tribes will be determined by the amount of effort you put into writing and telephoning other players.

Your tribe could easily have been a merchant tribe, a warrior tribe or a wandering tribe, but the freedom of the open sea appealed and here you are. Your problem is: what to do now?

The package for the player just starting the game is tantalysingly scant. You will have a copy of the brief rule book, a sheet on which you fill in details of the tribe's structure, a couple of scraps of coloured paper which give scant information on a couple of cities with grid numbers close to your own and a couple of mimeoed information sheets. If you're a sea tribe they'll probably be the 'special sea and ships' and the 'general naval combat' ones. There is also a frighteningly empty form: the TURN SHEET.

The rules explain the simple basic mechanics of Crane. The game is an ongoing and open ended postal game run professionally by Mitregames. Unlike other postal games it has no deadlines. You send in your move when you want and they send it back, filled in on the back, the GM side, as soon as they can. Usually this is inside a week but around Christmas and in those periods of collective madness when all the big tribes and alliances decide to attack each other at the same moment the turn around can get slower.

It is open ended in that there are no specific victory conditions, and because the rules do not limit actions but act as a framework on which players can build. The only limits are your imagination and the laws of physics (there is no magic on Crane).

(The rules are also vague, it ought to be noted, because some of the elements in the process used to resolve battles, for example, are GM secrets which help imitate the fog of war).

''Grayhill (square 31-95) is largely isolated from most of Crane because of the mountain ranges to the west. However Grayhill's fine port is its lifeline to the rest of Crane, it is home of a kinglord and the population of 11300'', says your mauve scrap of paper. Your orange piece of paper tells you similar information on the city of Call. The most interesting information is the list of prices in the two cities which reveal that where ships costs 80 gold pieces in Grayhill they sell for 93 in Call. There you can buy trade goods for 11 to sell for 20 in Grayhill. So you point your ships toward Grayhill and head off on the first step toward converting your 100 gold pieces into a fortune hoping there aren't any bits of land between you and the port.

Within a week your turn sheet comes back informing you've made the journey safely and purchased the two ships you budgeted for. On the turn sheet there is a little stamp telling you ''in sector 28-05 you passed the Ithilien people who weren't flying any flags.'' and there is a note in the GM comments that icebergs have been seen in the area.

With the turn sheet comes a small, fat magazine: the Crane newsletter. On the inside back cover is a statiscal resume from which you learn that the Sagyanak sea tribe have 10516 members; more than 10000 more than you, hope you don't meet them in a dark straight.

The rest of the newsletter is filled with pictures of warriors and the like, announcements by the GM on the rules governing 'pit warriors' (what are pit warriors?' you wonder) and 'player notices'. For example there are those that hint at alliances and organisations which you didn't even imagine existed. ''From: Yelmalio of the Spartans'', reads one ''to: all of Crane. Smash all the Cult!! Now before they think up anything else to destroy the world. Who are the Cult?''

There are also more welcoming and useful messages like: ''From Belgarion of the Alorns To: All of Crane. Want to exchange info. or need help? Contact me. Small medium sized tribes especially welcomed. Write to: Mr Colin Free, Maycross Avenue, Morden Surrey.'' A David Eddings fan, but beggars can't be choosers so after you've sent off your second turn detailing your move out of Grayhill toward Call and containing your name and address for the next Crane newsletter, you send him a letter.

When you get your move back from the GM there's a note saying you can't enter Call because you're not a White Star League member and there's a little card from the Dolphin tribe who saw you in Grayhill (how did they do that? you didn't see anybody) asking you to write. What's more your tribe has just grown 10% which costs you 30p on top of the £1.80 turn fee.

The notice appears in Crane newsletter next month and your phone rings off the hook all weekend and your postman has to get an extra sack. There are players from the Grand Union telling you not to join the Dark Union and the Empire telling you not to join the Hellenic league and they all tell you not to join the Cult. There are teenagers in Bristol phoning up while the parents are out to explain how they are building a new, secret alliance.

There are other new players who know as little as you eager to pool their tiny bits of information. You write painstakingly back to all of them and suddenly find maps of the whole of Crane, computer produced, arriving in the post with wodges of player information sheets and price lists for nearly every city as everyone tries to persuade you to join their alliance.

Some of the alliances were built into the original structure of the game by the designers and, while they ebb and flow with the ability of the players in them, they are permanent fixtures. Others are temporary creations, a skillful and hardworking player can create the illusion of a huge alliance where none exists. If you join any, who you join is decided by your instincts. The two Unions are popular with the younger wargame's who plan rape and pillage while listening to Saxon records. If you are slow replying to one he might write an 'anonymous' letter: ''WARNING:- those that don't reply incur the sender's wrath: To quote 'Eddi the Blue Oyster' 'you may have life, but we bring death. You'll curse the nighthawks with your dying breath' Never anger the damned.''

If you reply that the letter upset your mother and that, in any case, you know the Nighthawks have been locked up for massacring peasants that will usually save you from 'sudden death'.

Other alliances, like the Cult, tend to be more pacific, at least on the surface, and dedicated to trade and running happy cities. Since you've now discovered the WSL is closely allied to the Cult you join that and carry on trading with Call. Of course you also join the Empire and the Hellenic league on the quiet to keep your options open and increase your chances of a position running a character like a citylord, which are exactly allocated by leaders of Alliances which control Cities.

Now when you open your morning post and let your imagination wander over your morning coffee you look out of the cabin window and see 40 sleek long ships where only six months before you saw six sluggish arks. The distinctive pennant of your alliance flaps from your masts warning off potential attackers. Great warhawks circle overhead to protect you from attack and, on the deck, your tribe, now organised into sophisticated military units, drill in their new armour. Before you on the captains table, where before there were a few scraps of paper, you have two files full of information sheets and correspondence. Ah the responsibilities of power, the worries of leadership. And there in front of you, covered in blank spaces, is the turn sheet. More decisions for the head of the tribe.

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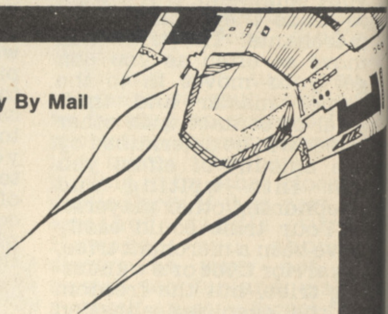

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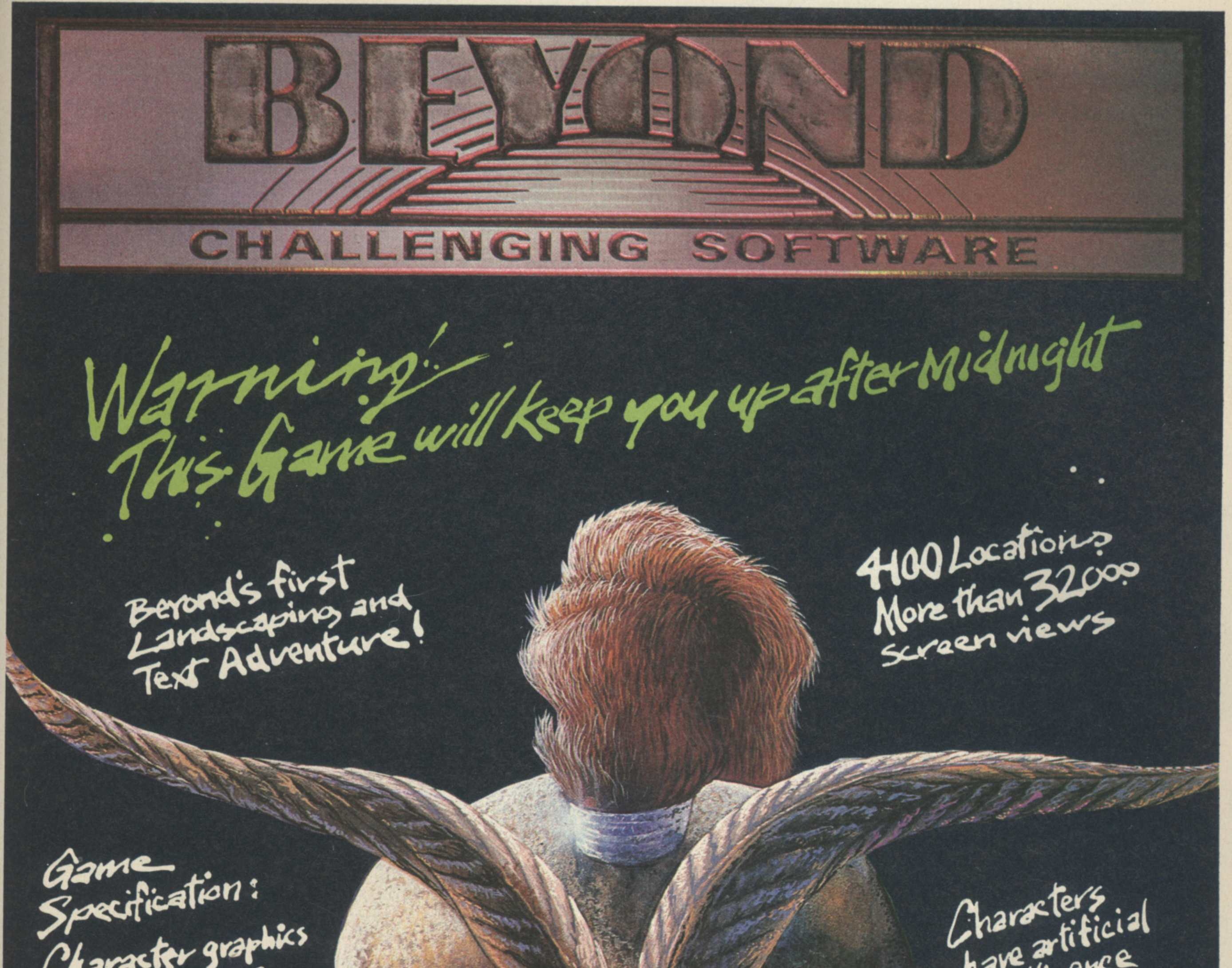
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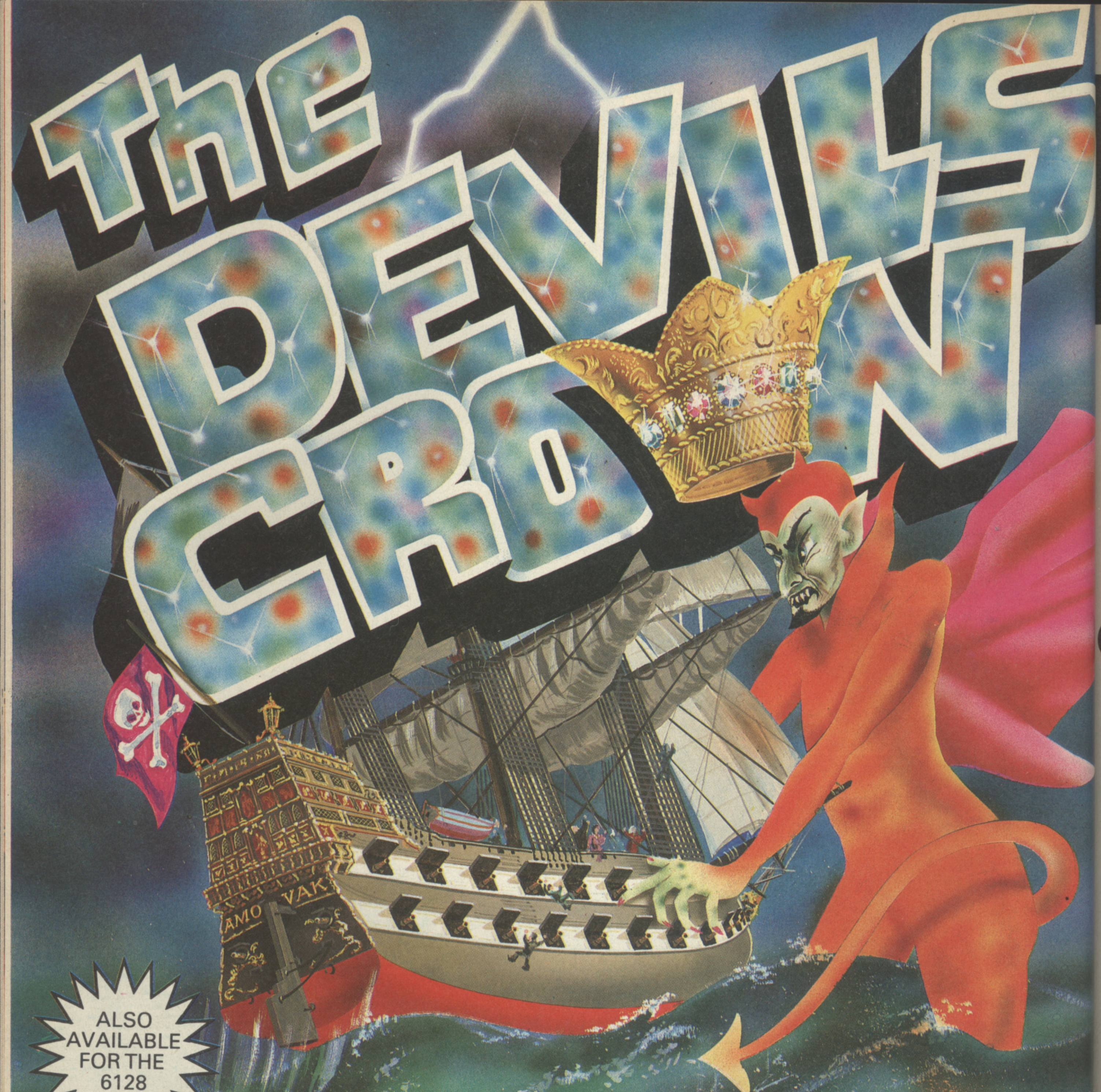

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COMPETITION

This month we annouce the winners of four fantastic competitions.

The Great Alligata Knockout

In this two part competition we selected eight finalists from the entries to our boxing quiz and invited them to fight for a fabulous Mitsubishi compact disk system.

The contest was fought on the Alligata stand at the PCW show and as the contestants had some last minute practice the stand was cleared.

After keenly fought quarter finals there were only four contestants left in the running; John Pacheco (the Speedy Spaniard), Martin Birch (Slyslow), Christian Faulkner (Indiana Ironfist) and Algan Hopwood (the Floating Fragle).

Two fights later the finalists were decided. It would be a best of three battle between John and Algan.

John came out strongest in the first bout and soon had Algan on the ropes. A left cut later and he was saluting to the crowd.

Algan started the second bout with a flurry of punches which took the final to a third and deciding fight.

Both boxers were now feeling the tension as hardly a punch was thrown in the first two rounds but in the third, John decided to finish it and with a right hook became the champion.

John won the compact disc system worth over £750 and the runner ups each won £50 worth of Alligata software.

Final results

The Alligata Knockout Champion — John Pacheco, London Colney Finalist — Algan Hopwood, London. Semi Finalists — Christian Faulkner, Derby — Martin Birch, West Leigh. Quarter finalists — Arfan Abid, London — Phillip Norris, Neath.

Magic Mushrooms

Remember the Magic Mushroom Competition in the August issue? The idea was to design a screen for the game Magic Mushrooms, an inovative game from Acornsoft where all the screens are redesignable.

The standard of entries was very high and judging them all properly was a bit difficult, but after this mammoth task we have come up with the winners and one top winner, who gets his design printed here. He is Christopher Brooking of Aldershot, his design was playable, had novelty value, and obviously had a lot of thought put into it.

Firebird

Also in the August issue we asked you to write in and tell us why Firebird shouldn't release a sequel to 'Don't Buy This'. The best letters win a copy of DBT. Colin Holmes suggests: Dear Computer Gamer,

We don't want to buy this because we can't. I have a friend who has a Spectrum and he is contemplating buying it and I'm trying to talk him out of it. But, as it is only out for the Spectrum I have no problem. I have a VIC 20, why not 'VIC owners Don't Buy This'? Well there are enough bad games out for the VIC already!

The honest approach is taken by Hayden 'flattery-will-get-me-everywhere' Andrews of Northampton: Dear Eecaan,

I think Don't Buy This II shouldn't be released because we are still recovering from Don't Buy This I!

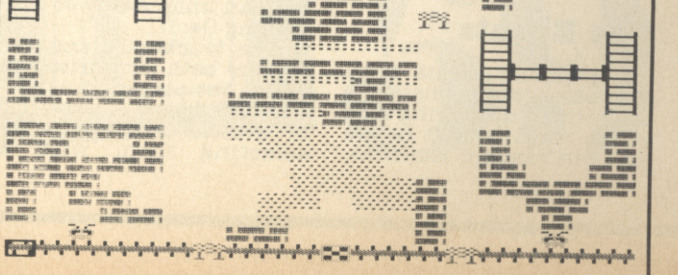
I think your magazine is great (creep creep)

Other people with suggestions about where Firebird should stuff 'Don't Buy This II' were Paul Kierman, Anthony Brewer, Euan Kellie, and S. Arnold. They all get sentenced to a copy of 'Don't Buy This'!

Alligata Fishing

All you had(ddock) to do in this competition was to fish out all the fishy puns and tell us how many there were. As a tie breaker we also asked you to send in as fish puns of your own. I never thought that so many awful puns could be thought up by so many people. ie. Mark Roake of Woking with his 'piano tuna' (groan!), and 'heart and sole of the party' (yawn). The same goes for an anonymous person (didn't send his/her name in — twit!) of Hull with 'you're shellfish and greedy' and 'Shut up you little blighter'.

The top 25 will all get a copy of Match Fishing.



GEOFF CAPES STRONGMAN

Geoff Capes, Strongman is the first sports simulation to use icons. Tony Hetherington investigates.

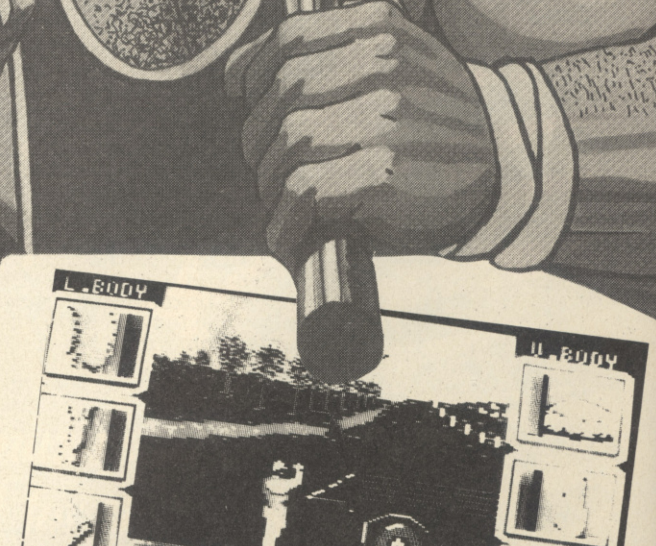
Geoff Capes Strongman, according to Martech, is a sports simulation where frantic joystick waggling is replaced by strategy and timing.

The game is based on the events that face Geoff every time he competes in strongman tournaments. Now it's your chance to flex your biceps in this icon driven challenge.

Six gruelling events form the challenge but before you start pulling trucks and chopping logs a bit of training is required.

This takes the form of 10 seconds of joystick bashing in which you try and accumulate as much energy as possible which is then allocated to the eight main muscles. A coloured bar next to each of the muscle icons represents the amount of energy allocated to it and if during an event this reaches zero, Geoff stumbles and the game is over.

The icons are arranged down the sides of the screen display and represent the upper arm, lower arm, upper leg, lower leg, torso, shoulders, hands and feet. In between these musculer icons are the effort bar, score, time and qualifying time displays and a graphics window showing the current event.



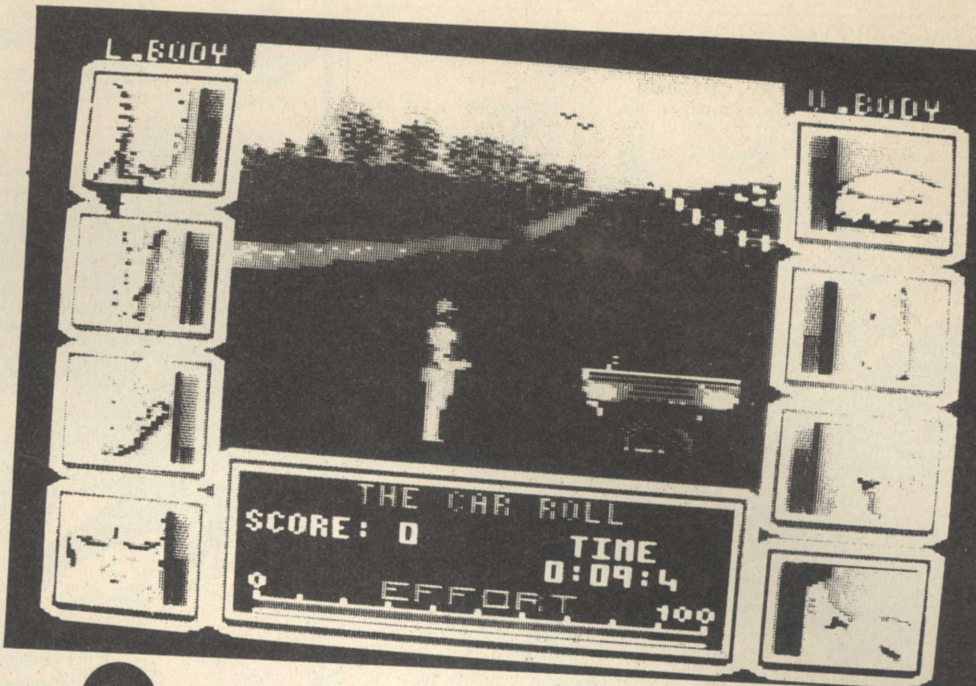
BARREL LOADING
SCORE: 0
BARRELS: 0
TIME 0:19:8
EFFORT
100

The Events

Six gruelling events form the strongman challenge each with a qualifying time which must be met before you can attempt the next. Complete all six and the sequence is repeated but with tougher times to beat.

The events which consist of the truck pull, car roll, log chopping, barrel loading, sumo wrestling and fairground bell fall into three distinct types, each with an unique way of controlling Geoff.

The truck pull and car roll are both icon driven in which the players must accurately follow a sequence of muscle movements by selecting them with a joystick just after the appropriate icon flashes. Luckily these events are saved from becoming a simple game of Simon by literally the effort you have to put into it. The amount of effort exerted by Geoff is represented by a bar at the bottom of the screen. The more effort you allocate (up to 100%) the faster the muscles move and the more likely you are of beating the qualifying time. However, using more effort also in-



creases the speed of the sequence of icon flashes which makes it harder to keep up and will no doubt lead to mistakes. Your problems are aggrevated by the fact that the more effort you use the quicker the selected muscles will tire. This is shown by a loss of the muscles energy and since the game ends if just one muscle is exhausted you have to carefully balance the effort you use and your own ability to keep up with the sequence in order to beat the qualifying time with enough muscle power left to tackle the next event.

Luckily you get an energy top up after each event but wasting of muscle power will leave you floundering in a later event.

To add more to your problems the amount of effort that is required will change during the event. For example rolling the car that has just dropped on an oriental gentleman will require a lot of effort to lift before a sustained push to roll it over. Simalarly all the effort in the truck pull comes at the start as you fight to get it moving. Once its rolling less effort is required as longs as a steady rhthym is maintained.

Finding the right rhythm is the key to success in the "joystick timed" events.

In the fairground bell event the player controls the movements of the legs to find the optimum speed at which Geoff should approach the bell before hitting it with the hammer to, hopefully send it to the top. Pushing the joystick left to right imitates a step with that leg but only if it matches the timing determined by the effort used. If your too early with your step then the muscles will lose energy but you won't move. If your too late you'll take your step but you will have lost valuable time.

Barrel loading adds to the problems by introducing up and down movements as well as Geoff picks up a barrel before walking up some stairs to throw it into the back of the lorry. Then its back down the stairs for the other four barrels.

Sumo Wrestling mixes the problems of sychronising your leg movements with the problems faced by an aggressive opponent. Both of you are trying to force the other out of the ring. To do this you must patiently await an opening before using a surge of effort to force him out. Timing is crucial as any mistake could be costly.

Finally the log chop poses a completely different problem of cutting through a block of wood in the shortest possible time.

The amount of effort you use controls the speed that the axe passes along the log whereas a pres of the joystick button will send it crashing onto the log. The log is made up of blocks of three different types of wood. Soft wood will be cut by a single blow whereas hardwood and knots require two or three chops to remove them. Consequently to achieve a good time you will have to set the effort and therefore the speed of the axe at a level which is both fast enough to beat the qualifying time but also slow enough to allow you time to pick the best way through the log.

Conclusions

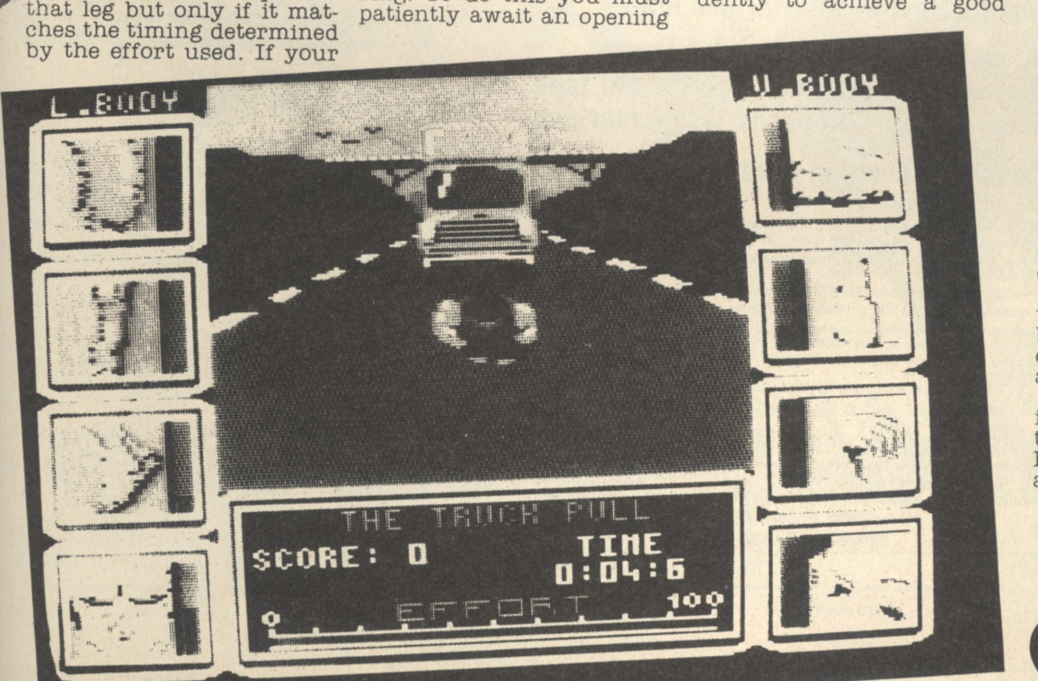
Geoff Capes Strongman presents joystick athletes with a new challenge of six rather different events which are presented in an unusual way.

While the program isn't startling in its graphics, which are at best functional, the game features an enjoyable playing system which captures the excitement and sheer effort of strongman tournaments.

The use of icons works well in the truck pull and car rolling events and provides a welcome change from broken joysticks. While the icons take a back seat in the other events (becoming muscle level indicators) the action remains challenging and unique.

Time alone will tell whether Geoff Capes will become a computer game champion but its certainly a game with a lot of muscle.

Geoff Capes Strongman is available for the Spectrum at £7.95 and in C64, BBC, Electron, Amstrad and MSX formats for £8.95.



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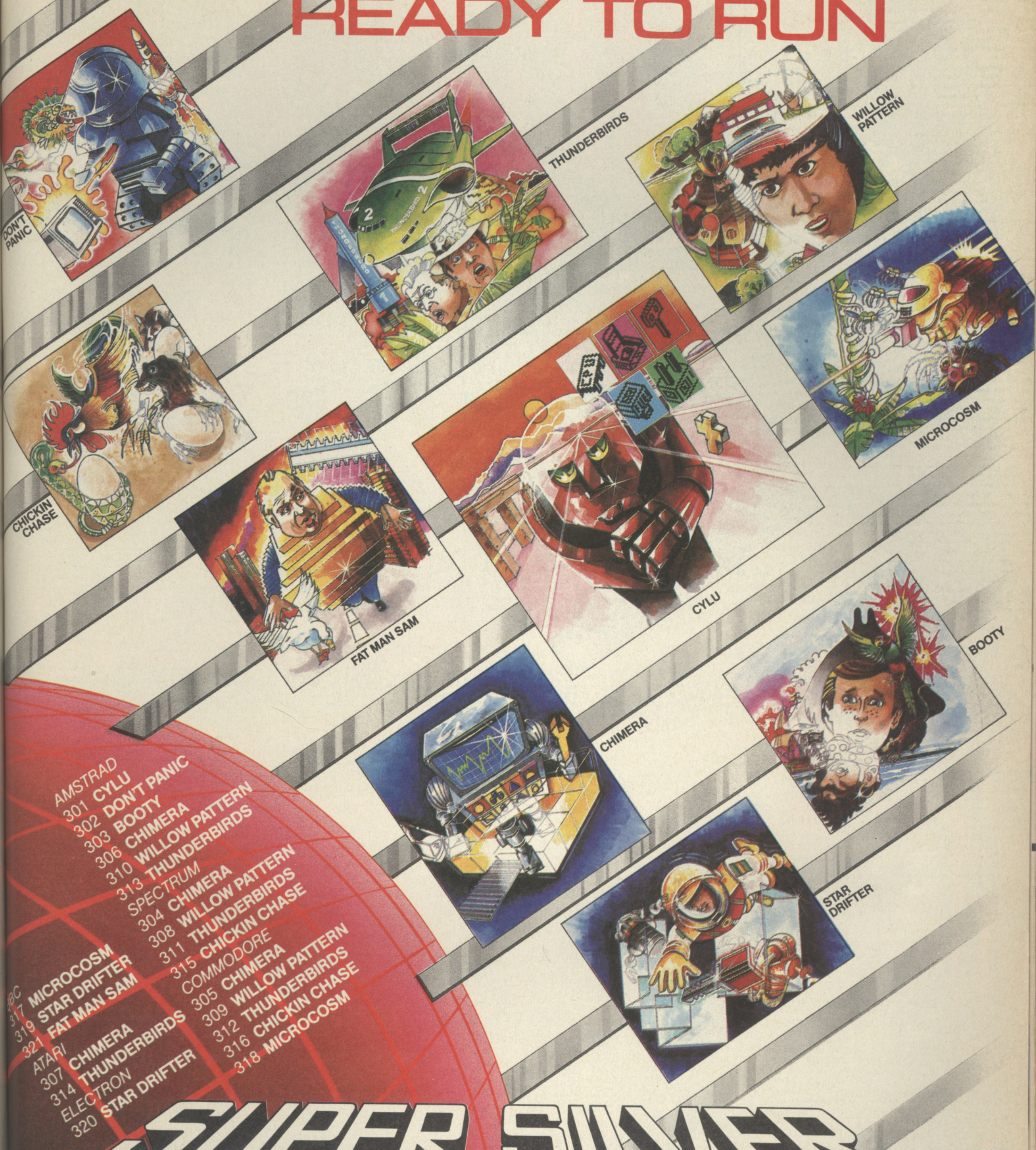
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Title:	**Super Zaxxon**
Computer:	**C64**
Supplier:	**US Gold (Swga/HES)**
Price:	**£9.95**

Zaxxon was the first real '3D' perspective game, you flew your ship across a landscape of walls fuel dumps, missile silos, and laser guns. All in an attempt to destroy the Zaxxon robot.

Super Zaxxon is in a similar vein, but with a slightly different landscape to fly over and different 'other' screens. Instead of the fighters you are greeted with a tunnel screen that is a lot easier, though similar and instead of the saucers screen you are greeted with another landscape fortress sequence.... I thought 'Super' would mean that the game was souped up a bit? Oh well, I wonder if it will get any better.

After this more difficult sequence you get onto the 'showdown' sequence which, despite what the instructions may say, is a cute cuddly little dragon! yes he breaths fire, but the little kiddies will love him. He looks as terrifying as a Play School presenter!... (well, maybe not THAT terrifying!).

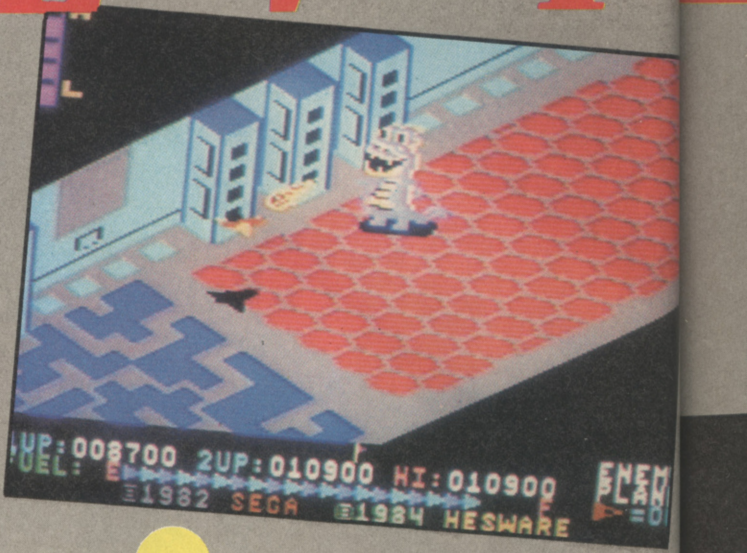
After shooting him you go round again with our old friends the laser guns and the missiles turning up.

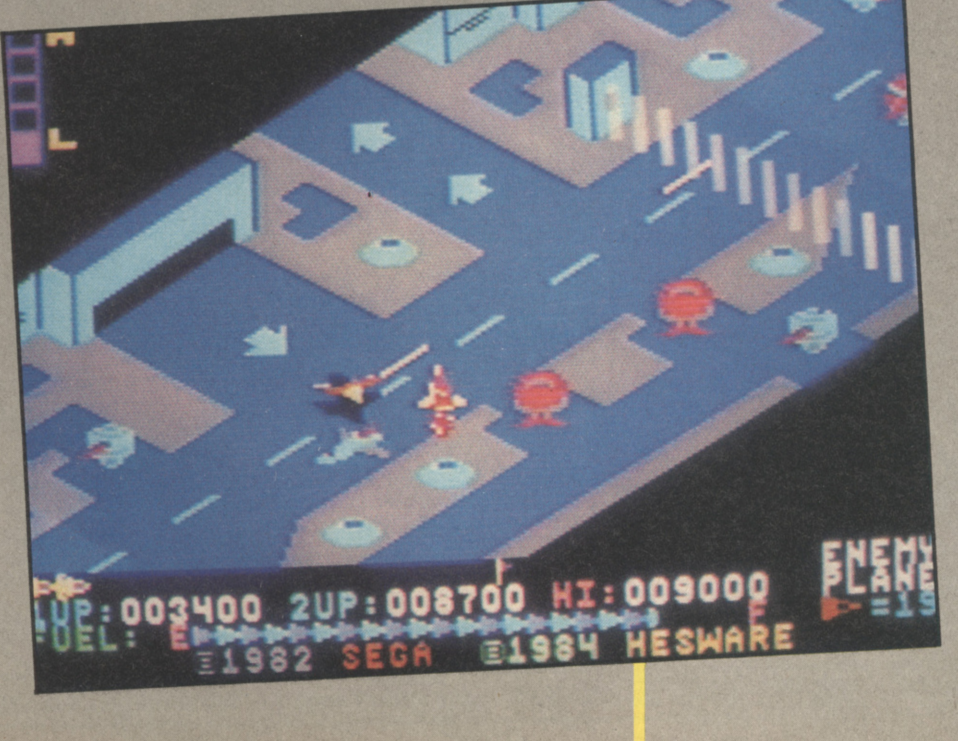
As a game in its own right this isn't bad, but as a sequel to a game as radically new as Zaxxon was a few years ago, this is a bit disappointing. **MR**

PLANET RATINGS

Originality	●●
Graphics	●●●
Use of machine	●●
Value for money	●●

STAR RATING
White Dwarf





Title:	**Cyrus Chess II**
Computer:	**Amstrad**
Supplier:	**Intelligent Chess Software**
Price:	**£9.95**

Intelligent Software used to produce pretty good chess software for the Spectrum. They they stopped and spent a few years developing the Enterprise computer. Cyrus Chess II looks like a come back for their chess writing arm.

The main feature of this game is it's Psion Chess type 3D graphics. Psion say that their chess program was developed on a Vax 11/750, I don't know what Intelligent developed their chess program on, but the graphics certainly look as good. Indeed they look better because the Amstrad has more colours available so that the pieces look a lot more realistic.

As far as options go, there is all the usual ones that you would expect such as 9 levels from two seconds to two and a half minutes thinking time with three special levels, removes, swop sides, analysis, save game, play both sides, hint, printer, selected promotion, two human mode, and lots of other functions in these.

The graphical display is excellent as you can see from the pictures here, the pieces move slowly, but then chess players are not normally renouned for their incredible lightening fast reflexes!

As well as the perspective graphics (well, the

E·W·S·

board is in perspective, but te pieces are all the same size, wherever they are), there is the alternative of a normal plan view type with diagrammatic graphics with notation and status messages over the free part of the screen — though I can't imagine anybody who would play in this mode.

The game it plays is fairly strong, though I don't think it is as strong as the Psion program it imitates.

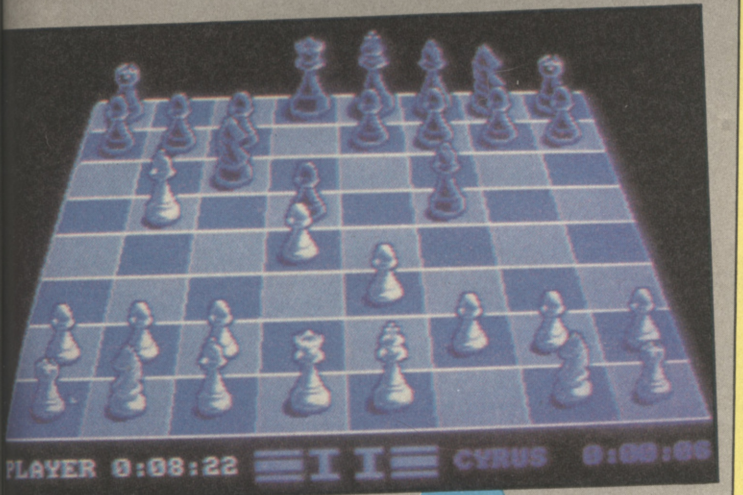
The longer levels provide a very strong game, and the three special modes should give even the best player some practice.

MR

PLANET RATINGS

Originality	●
Graphics	●●●●●
Use of machine	●●●●
Value for money	●●●●●

STAR RATING
Red Giant



Eecaans Star Guide

Black Hole —	This should be avoided at all costs as anything that gets too close to it is immediately sucked into the vacuum. A game given this description is totally void of any interesting features.
White Dwarf —	This is a small dying star that is now far from it's best. Any similar games may lack lasting appeal.
Bright Star —	Like your sun, games given this description will be bright and interesting and will support intelligent life.
Red Giant —	Brighter than a bright star such a game will have an outstanding feature or game system.
Nova —	If you see a game with a Nova rating you should immediately rush out and buy it. Novas are bright and spectacular and can influence neighbouring planets.
Supernova —	This is the ultimate in stellar systems for this incredible explosion of a star can effect entire galaxies. If a supernova game runs on a computer that you don't have then buy the machine and then buy the game!
Nebula —	Although at first nebulae look bright and interesting they are in fact constructed totally from hot gasses. Beware of any game carrying this symbol as you will probably find it disappointing.

Planet ratings

Planet ratings are marks out of five for specific areas of a game. These include Originality, graphics, use of machine and value for money.

Originality — How original is the game? Is it a completely new idea or is it the 83rd version of Pacman.

Graphics — Do the Graphics amaze your friends or send them to sleep.

Use of machine — does the game push the machines hardware to the limits or was it written in three lines of Basic.

Value for money — Is it daylight robbery or a steal?

Game symbols.

These symbols indicate which category the game belongs in. It is however possible for a game to be in more than one group in which case more than one symbol will appear by the review.

Adventure
Action
Simulation
Strategy
Sports
Wargame.

Number of players minimum/maximum

Joysticks required/optional.

Title: **Doppleganger**
Computer: **Amstrad**
Supplier: **Alligata**
Price: **£7.98**

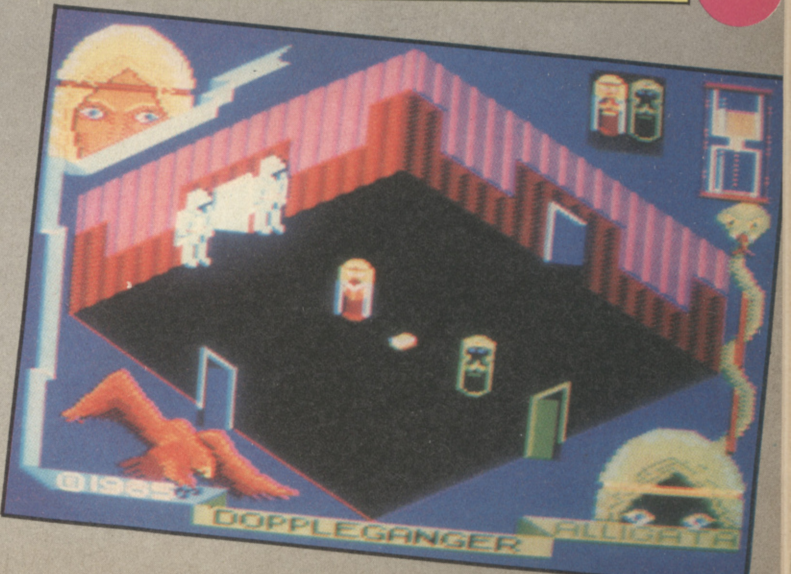
Someone seems to have out Ultimated Ultimate. Doppleganger is a perspective-type graphics adventure game with FULL colour graphics (not just shading or monotone) and one or two very big differences.

The first big change is that you have two characters to manipulate. The character (a magical sorceress), and her alter-ego. One can go and do what the other can't and vice versa, so you must switch between each of them and get them to cooperate to complete some puzzles.

There is also an hourglass on the screen, this gives you a time limit, however it can be replenished by finding the recharge area. The amount of time remaining also changes if you get attacked by any of the nasties.

The game consists of 25 rooms, where each entrance to the rooms can only be used by one, the other, or both of your characters. Some rooms can only be accessed by getting the correct colour coded key.

Objects to help you in your quest are scattered in various places, such as a shield to stop the spiders from biting you, a mirror to stop the demon monk from killing you with his ugly



gaze, and various other implements that I haven't worked out the use for yet such as a candle, book, and a thing that looks like a key, but isn't a key?

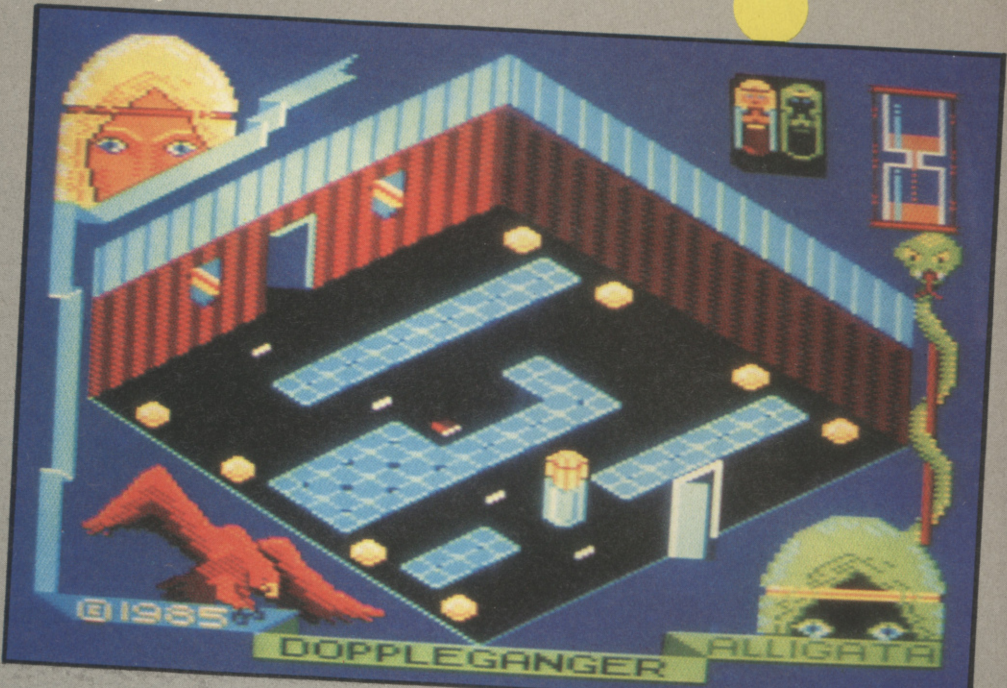
Scattered around the castle are gold, silver, and bronze ingots. Retrieving these gives you lots of points. To complete the game you must get five of these bars.

The game is easy to control, once you have got used to the diagonal movement and the odd collision detection for the walls and the objects, all is well.

So far I have covered 21 of the 25 rooms — yet I still end up drowning and with a miserable score . . . . .

My overall impression of this fame is very good, I find Ultimate's Ultimate style of game a bit difficult to get started with and to master, this game is a lot easier to start with, but then the difficulty ramps up providing the player with greater and greater challenges as the game progresses. Nice one Alligata.
PS. I now know what the candle and key's for. Any ideas about the book appreciated.

MR



PLANET RATINGS

Originality	●●●
Graphics	●●●●●
Use of machine	●●●●●
Value for money	●●●●●

STAR RATING
Nova ☼

Title:	**The Castle of Doctor Creep**
Computer:	**Ariolasoft**
Supplier:	**C64/C128**
Price:	**£9.95**

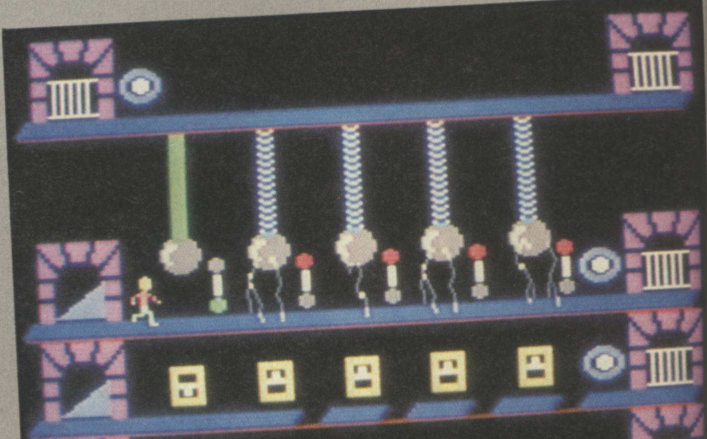
Many games are becoming increasingly difficult to categorise. To look at the screen shots on the back of Doctor Creep, you would be forgiven for thinking that this was just another platform game. You could not be more wrong if you tried. Certainly, there are ladders and poles to be climbed, but there is no mad leaping about from block to block. The emphasis of this game is on puzzle solving rather than split second timing. You are however allowed some assistance if you want it, for two people can play together!

You have obviously upset you boss, for he has had you transferred to the company's Transylvanian branch. Looking for somewhere to live, you call in at the nearest travel agent — your first big mistake. "Certainly Sir, we do a lovely line in castles, thirteen we've got on the books at the moment but then Sir isn't superstitious is Sir? Step this way please". Unfortunately, it appears that once you have started the grand tour, you can't back out. Things get even more suspicious when your host declines to accompany you.

Your suspicions are soon confirmed as you enter the first castle. The rooms all seem to contain typical Transylvanian furnishings such as trapdoors, lightning machines, ray guns, matter transmitters, one way platforms, force fields, mummies and frankensteins. All you have to do is find your way out, then there are only twelve more castles left. All the rooms contain one or more doors which lead to other parts of the castle. Some require you merely to press a doorbell, others are locked and need the appropriate key. Most of the objects can be manipulated in some way so that you can switch the lightning machines on and off and use the ray guns to shoot the mummies etc (assuming that they don't shoot you first).

Progress through a room requires considerable planning and thought. Various switches will need to be activated whilst monsters must be killed or trapped. It ought to be possible to get through by yourself, but I had a noticeable lack of success using this method. The game allows for two players though and this gives Doctor Creep an added fascination. Unlike other games where you compete against your opponent, here you need to co-operate with him. This should lead to all sorts of recriminations between players as to who should go where and pull which switch and why did you open the trapdoor underneath me partner? Great fun! A third playable option is to use two joysticks but control them both yourself and this is the method I used when I eventually worked out how to escape from my first castle.

As well as the game, a lot of thought has also gone into the extra little touches. As you load the main program on side one, you get the chance to practice all the different tricks and traps. A menu lets you choose which of the thirteen castles you wish to explore and there is also an infinite lives option — a boon to cack-handed



reviewers. You can even save your current position for resumption at a later stage.

This is a highly original game and with over 200 different rooms to explore, enough to keep even the most hardened player quiet for a bit. It makes a most pleasant change to find a highly addictive game that requires strategy rather than reactions in order to succeed. It is also great fun to play especially when two of you are playing together. Go and buy a copy. **GH**

PLANET RATINGS

Originality	●●●●
Graphics	●●●
Use of machine	●●●●
Value for money	●●●●

STAR RATING
Nova

Title: Astroclone
Computer: Spectrum
Supplier: Hewson Consultants
Price: £7.95

The Seiddab are back. Those backward baddies (Seiddab is baddies spelt backwards) that were featured in early Hewson games return in the latest game by Dragontorc author, Steve Turner.

To say Astroclone is a complex game is little of an understatement as its played in three levels or phrases. If you are to complete the game you will have to master all three levels.

At the highest level is the strategic game in which you must deploy your forces to counter the Seiddab invasion. Once your forces are allocated the battles in each of the 25 sectors begins.

Obviously battles only occur where opposing forces meet and take the form of defender style, 'shoot anything that moves game' in which you must fight your way through to destroy the Seiddab cruiser. Once you have cleared the sector you can dock with the sector base.

This leads to a Dragontorc style adventure game in which you must fight your way through the rooms of the base, blasting strange 3 legged droids with your laser as you go, while you find some way to put a spanner in the works and destroy the complex.

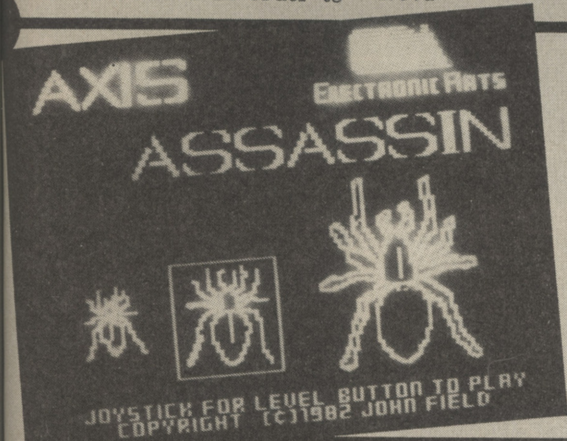
If you're successful you haven't too much time for self congratulations as the war is continuing in the remaining 24 sectors.

This mixture of strategy, arcade and adventure elements adds greatly to the depth and appeal of the game which will take most people months to solve. **TH**

PLANET RATINGS

Originality	●●●●
Graphics	●●●
Use of machine	●●●●
Value for money	●●●●

STAR RATING
Red Giant


AXIS
ELECTRONIC ARTS
ASSASSIN
JOYSTICK FOR LEVEL BUTTON TO PLAY
COPYRIGHT (C)1982 JOHN FIELD

Title: Axis Assassin
Computer: C64
Supplier: Ariolasoft
Price: £7.95

I first saw this game on the Vectrex video games machine, it was a reproduction of an arcade game (the name of which escapes me) and was very good, both graphically and in game play.

The Commodore version of this game is also quite up to scratch. The game itself is played on a 3D grid similar to tempest with nasties coming up the grid, or web, and either roaming around or blocking off chunks of the web so that your maneouvreability is impaired.

You have a small zapper craft that can move up and down the 'in' axis of the web and from strand to strand across (a la Beamrider), you can shoot up and down, though you can't move where a strand has been blocked. Though a blockage can be cleared if early enough.

After a certain number of nasties have been cleared you knock out the giant spider that appears and go onto the next web.

The webs are all different and a different style of play is needed for all of them — especially the upside-down ones!

Fast and furious, the blast-em-up game of blast-em-up games.

PLANET RATINGS

Originality	●●
Graphics	●●●●
Use of machine	●●●
Value for money	●●

STAR RATING
Red Giant

Title: Schizophrenia
Computer: Commodore 64
Supplier: Quicksilva
Price: £7.95

I was all set up to slate this game and pass it off as unplayable until I was informed that the instructions were incorrect and being altered accordingly. Now I find it challenging and well worthy of consideration.

You play Alphonse, a cleaner in a mad inventor's laboratory, and owing to an industrial accident not covered by the Factories Act you have suffered a split personality. Not only is this split mental but it is also physical and now there is Alphonse 1 and his alter ego Alphonse 2.

Like Jeckyll and Hyde, the two Alf's are good and evil. Everything that Alf 1 does, Alf 2 tries to undo. This is the basis of your problem. All you want to do is to pull yourself together but Alf 2 will try to confound your efforts.

The opening screen of the game takes place outside a large door to the laboratory and you have to climb the stairs to draw the bolts and pull levers. As you can imagine Alphonse 2 is wandering around pulling the bolts you have drawn and pushing the levers so your work is cut out trying to pass the first hurdle. The hint sheet does give some very useful hints on how to complete this and subsequent screens but actual success still requires a lot of practice.

All of the five screens require sheer logic to solve them. In the second scene for example, apart from the logistics of how to get boxes onto the top floor without Alf 2 messing things up, you have to work out how to operate the lift buttons. Some of these are out of reach the correct switch. Later on you have to push switches in a particular order and there are even dummy switches which do nothing at all just to confuse you. It's enough to drive you mad.

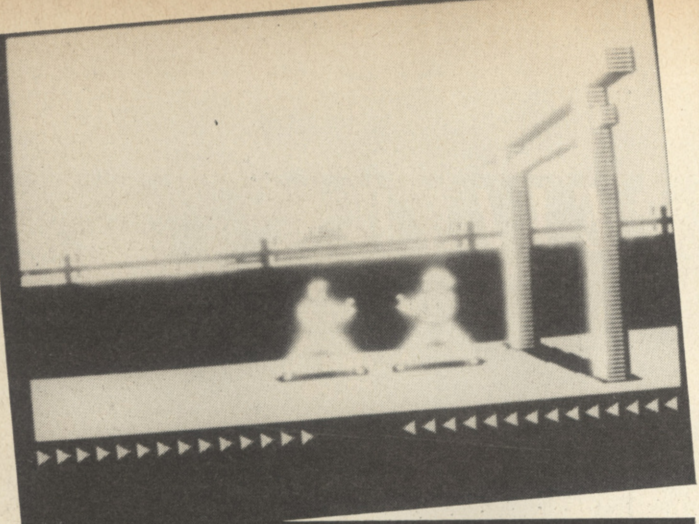
Alphonse is quite an amusing character with a funny walk and the animation of falls are well done. I especially like the way Alf 2 thumps Alf 1 if the two should meet and also the little tantrums which Alf 2 throws when defeated.

I was pleased that I was encouraged to persevere with this game otherwise I may have passed it over and missed all the fun. **ED**

PLANET RATINGS

Originality	●●●●●
Graphics	●●●●
Use of machine	●●●
Value for money	●●●●

STAR RATING
Bright Star



Title: **Karateka**
Computer: **Commodore 64**
Supplier: **Ariolasoft**
Price: **£9.95**

The evil Lord Akuma has captured Princess Mariko and she is cast into a dungeon to await his pleasure. As a newly fledged karateka it is your task to fight your way through the regiment of guards in an attempt to free her from Akuma's evil clutches.

This is yet another game which I suspect was first released in the USA as a disk based game because each section has to be loaded from tape individually. Mercifully each part is speed loaded so there is not much waiting around to be endured.

The first part, like the rest of the game, is beautifully animated and shows the imprisonment of the beautiful Mariko before the game proper is loaded.

The scene switched from the innermost recesses of Akuma's castle to the top of the cliff which forms a natural defence, just as our hero scrambles up the last few feet to do battle with the waiting guard.

The movement of the karateka is in one of two modes, either running or crouched ready to spring into action. In his running mode our heroic champion is defenceless and must take care not to approach an opponent too closely otherwise death will come with the first blow he inevitably receives. Best to stop too soon and move cautiously forward.

After overpowering the guard at the gate you proceed at speed through the courtyard eliminating more guards as you approach the doorway to the reception hall of the castle, and what a reception awaits. Akuma has not only commanded his best guards to stop you in your tracks but has also sent his pet eagle to strike you down.

As if this wasn't enough, your advance to the next stage is hampered by a bamboo portcullis which descends to spear the unwary attacker and a pause for deep thought is necessary to survive this test of ingenuity.

Now the going gets tougher. A grotesque opponent appears whose skill is greater than any fighter so far encountered. The successful karateka is the one who finds a way to overcome this fighting fiend and to penetrate the doorway behind him which has a magical forcefield which prevents your advance.

I have already said that the graphics are excellent but the beautifully choreographed movements do result in a loss of speed which some people may find annoying but I can't say that I did.

The addition of the linking scenes emphasising the storyline adds to the overall impression that this is a well crafted and professional product which would grace anyone's collection.

JG

PLANET RATINGS

Originality	●●●●
Graphics	●●●●●
Use of machine	●●●●●
Value for money	●●●

STAR RATING
Red Giant

Title: **Stealth**
Computer: **Commodore 64**
Supplier: **Ariolasoft**
Price: **£9.95**

Stealth suggests to me creeping up quietly with an evil intent. Certainly there's evil intent about but as for creeping up quietly, no way!

The Black Tower must be destroyed but first it is necessary to run the gauntlet through the defences in glorious 3D action. As you skim the landscape in your Stealth Starfighter destroying radar towers and fighting back against scout planes, tanks, fighter planes and bunkers, the energy cells in your ship are being drained heavily and need recharging. Fortunately there are yellow energy fields to be scooped as you graze across their surfaces, avoiding the red negative fields which sap power alarmingly.

At higher levels heat seeking missiles home in as you weave your way through dormant and active volcanoes, always with the tower looming up in the distance.

At first I was tempted to write this game off as a good game with nice graphics and very little else. Then I discovered level three at full speed. Quick reactions and accurate firing become the main requirements with the enemy craft zeroing in mercilessly. The missiles look incredibly good as they approach from the distance and hopefully miss their mark.

As you watch the distance between the Stealth and the Tower decreasing, you find the need to zigzag and take detours both to avoid tight pockets of enemies and to collect energy. With luck the distance narrows to within shooting range and you watch satisfied as the tower is destoyed and you see your Stealth shoot off into the distance and arc up into the skies.

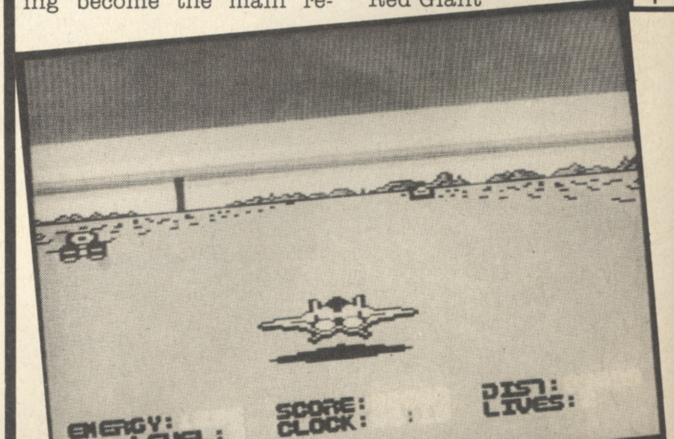
The graphic effects in the game are masterly, giving a real feeling of a hostile 3D world and the speed of the scrolling is extremely fast. Although a basic shoot-em-up, this gets the adrenalin flowing especially the higher levels where everything is thrown at you bar the kitchen sink.

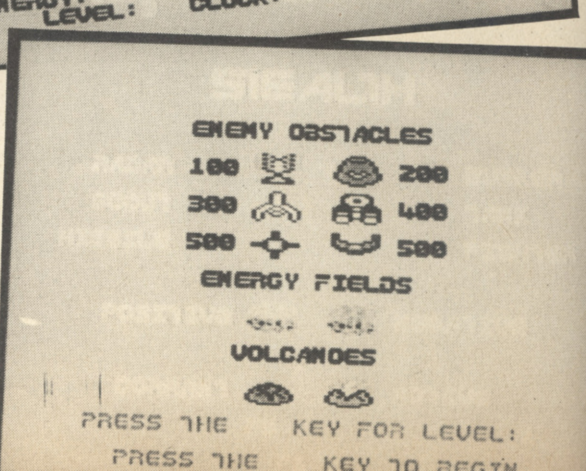
JG

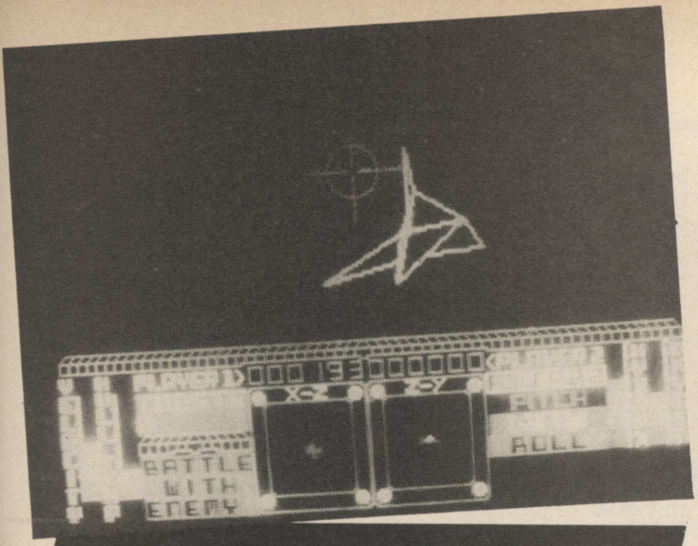
PLANET RATINGS

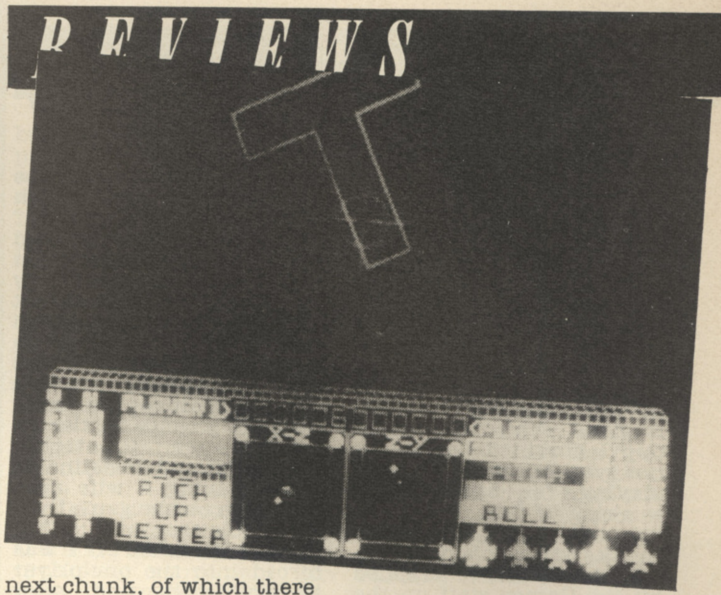
Originality	●●●
Graphics	●●●●
Use of machine	●●●
Value for money	●●●

STAR RATING
Red Giant




STEALTH
ENEMY OBSTACLES
100 200
300 400
500 500
ENERGY FIELDS
VOLCANOES
PRESS THE KEY FOR LEVEL:
PRESS THE KEY TO BEGIN





Title: **Starion**
Computer: **Amstrad**
Supplier: **Melbourne House**
Price: **£7.95**

When Starion appeared on the Spectrum a few months ago, elite was at the height of its, not inconsiderable, impact on society.

The introduction of a game with similar 3D graphical effects was lapped up with some relish by mega-game hungry Spectrum owners.

To re-cap on the game, you play the pilot of a time ship that must try and re-arrange history after the obligatory nasty aliens have tried to destroy time.

The way you accomplish this is via a one-to-one dogfight with a brilliantly drawen vector graphic space ship. After a successful fight you can collect a letter, after a number of letters have been acquired you have to re-arrange them into the answer to a question in a certan time in history.

After nine have been done you move onto the next nine, nine of these sets of nine moves you onto the next chunk, of which there are three. This means you end up doing 240+ puzzles.

Luckily there is a save mode, though the otherwise good manual does not mention this.

The battle sequences are very fast, though of course there is only one attacking ship on the screen at any one time, so less has to be kept track of. The instrumentation on the screen is adequate, but on the whole you can glean all the appropriate info at quite high speed. Quite an impressive game that will take a lot of playing. **MR**

PLANET RATINGS

Originality	●●●●
Graphics	●●●●●
Use of machine	●●●●
Value for money	●●●●

STAR RATING
Red Giant

Title: **Daley Thompson's Supertest**
Computer: **48K Spectrum**
Supplier: **Ocean**
Price: **£9.95**

I am convinced that the people at Ocean have got shares in a company manufacturing joysticks. My trusty Quickshot had barely recovered from the bashing it received whilst playing Decathlon when what happens? Daley Thompson's Supertest is released, that's what happens.

There are eight events for you to try your hand at, four on each side of the tape Three of these eight — cycling, rowing and tug-of-war — require nothing more than furious joystick waggling. The other five involve slightly more subtle techniques.

Pistol shooting presents you with six potential targets, one of which turns towards you for a few seconds. Aiming your sights is a very confusing affair at first. This is true especially with a joystick as you can only move up and across — moving your joystick right in order to move your sights left takes some getting used to. It also means that if you go too high originally, you cannot correct things.

In order to master the diving, you must bounce three times on the springboard, waggle furiously to somersault and then pull out of your dive in order to complete a graceful entry. The main problem with this is in the scoring. Four judges mark you out of ten but their marks vary alarmingly. On one dive two of the judges gave me 1/10 and 8/10. This is the sort of thing that you expect from the Eurovision Song Contest, not an international athletics meeting.

Giant slalom is a straightforward ski down the slope through the marker posts in the fastest time possible type game. Speed is lost if you turn too sharply and you are disqualified if you miss a gate or run out of time.

Taking penalties is an event that I had not come across before on a computer. The action is depicted from above which again takes some getting used to. Your man takes a long run up (so long in fact he starts off not even on the screen) and the timing of the kick and the length of time you keep the fire button depressed determine where the ball goes. In my case, it was usually saved by the goalie or went miles wide but amidst the occasional goal, I did arrange one spectacular shot which rebounded off the crossbar.

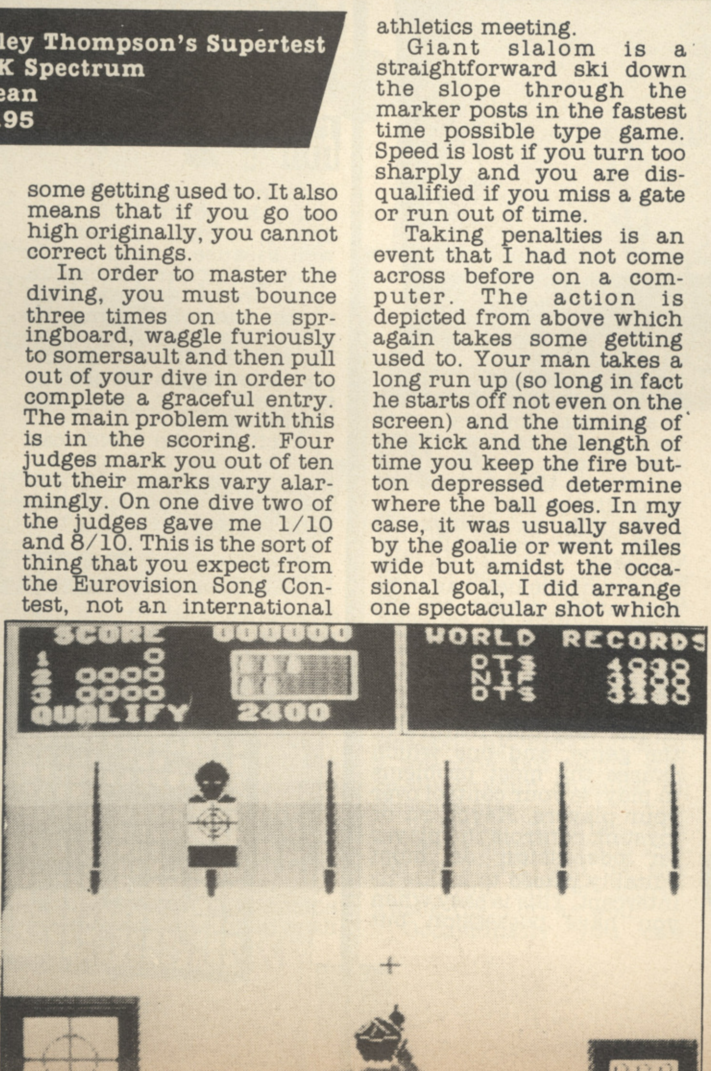
Straight from the football pitch onto the ski slope and again, its waggle, waggle to build up speed, then fire to jump and fire to land again.

After playing DTS, I could not help but feel that its all been seen before and that there was nothing original enough to make me rush back for more. It would have helped considerably to be able to practice one event at a time instead of having to go through the whole thing. That said enough, it plays wuite well and I suspect that it won't be long before high scores and pokes start appearing. **GH**

PLANET RATINGS

Originality	●●
Use of machine	●●●
Graphics	●●●
Value for money	●●●

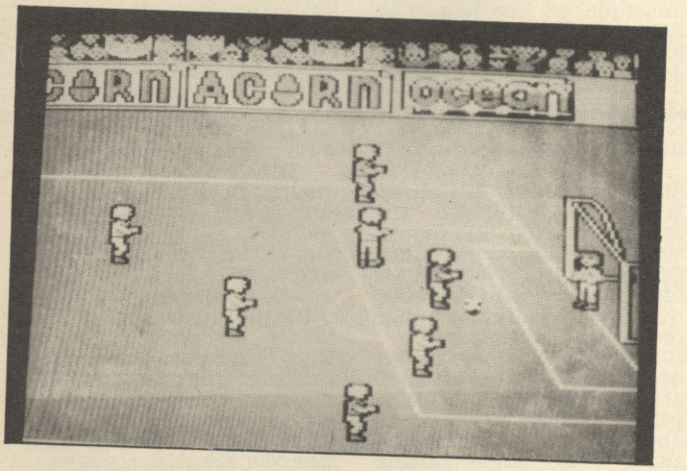
STAR RATING
Bright Star



Title:	**Match Day**
Computer:	**BBC B**
Supplier:	**Ocean**
Price:	**£9.95**

I ought to get one thing out in the open right from the start — I am not a football fanatic. I hated playing it as a kid, I never collected sweet cigarette cards of obscure players from Leyton Orient and when England won the World Cup I horrified friends by not even knowing we were playing. Yet, (such are the working of fate, I guess) I am now halfway interested thanks to Ocean's new football simulation — supplied by the Gamer staff on the assumption that everyone who enjoys the occasional beer must also like football. Sorry lads, I never wanted to be a train driver either.

So to the game. A conversion, I'm pretty sure, from a Commodore 64 game I recall being impressed with in a shop window some months back, this does suffer somewhat from the lack of hardware sprites on the Beeb. The programmer (Chris Roberts) has made a great attempt at 'pseudo-sprites', however, and the players and ball are satisfyingly large and convincingly animated. The game has a 3D camera-style view of the pitch that scrolls to follow the action — unfortunately, perhaps, the scrolling is a little jerky and the ball is never kept central to the screen but jumps around a bit as the scrolling rushes to catch up.



This (and the detailed but static crowd) does point up yet again the memory limitation of the Beeb but the game is still very enjoyable and, more important, very playable. There are full options for one player against the computer (a vicious tackler . !), two player, joysticks, keyboard and redefinable keys. Having a wife even less keen on the game than I am (sole response: "What sweet little men!"), I was forced into the one-player joystick mode and, after the obligatory rendering of the "Match of the Day" theme, I kicked off.

Sound is an option sorely missed here, limited as it is to the gentle bounce of the ball and a kind of reptilian hiss from the crowd when goals are scored. The animation, on the other hand, is excellent — colourful and detailed. Dribbling is automatic (but try not to do it on the keyboard) and there is a dual option pass — along the ground or through the air.

Timing, as always, is vital here: especially on trapping a pass, as the bounce of the ball has to be accurately judged by the ball's shadow. If you miss the interception, it is possible to deflect or head the ball but here directional play may be a little tricky.

The essential feature of the game, and one which causes the most problems in play, is your control over your players. Keyboard or joystick controls the player on possession or most suitably placed to tackle or intercept. This is easy when you have possession but becomes a lucky dip at times when the opposing player has the ball — do you chase down the field with a player close to the ball or wait, immobile, until the ball is close enough to another player for him to be activated? Tricky too is playing the goalkeepers — he crouches when the ball is close enough but defenders in the goal area will not allow you to control him until it is probably too late. He can make diving sales or jump to block, but sadly cannot rush the ball.

There are also various set pieces — throw-ins, corners and goal kicks — which can be directionally and strength controlled. Throw-ins, interestingly enough, do reveal the game's two major bugs or problems: firstly, the screen does not scroll if the throw is near the edge of the screen and you have to try and recall where your other men are and throw off-screen to them and, secondly, players move in set formations on these set formations on these set pieces and a throw-in near a goal line will usually force an attacking player to take up a receiving position behind the goal line!

A game timer (which in my copy went mysteriously straight from 90 minutes to 40 to game over with no warning and no half time) and a goal update are visible on the half-way line. Annoyingly the game is so mega-protected that it will default to game over if the joystick signal becomes at all distorted.

To sum up, this is a lot of fun, well-programmed and challenging. The game's only really annoying featur is the overlapping of player graphics, which makes a tackle a matter of chance and a blur of distorted pseudo-sprites. And, much to the chagrin of Gamer's redoubtable Editorial Assistant, there is no option for a hooligan mode. There are simulations and then there are simulations, I guess. However, this is defintely one for the collection.

DR

PLANET RATINGS

Originality	●●●
Graphics	●●●●
Use of machine	●●●
Value for money	●●●

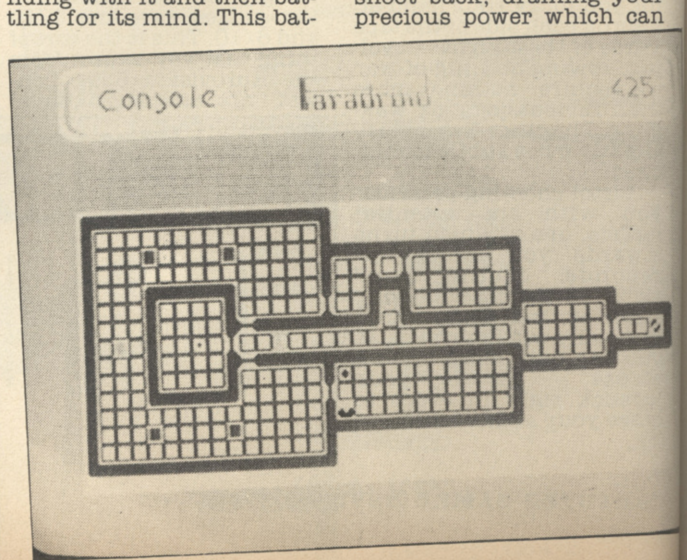
STAR RATING
Red Giant

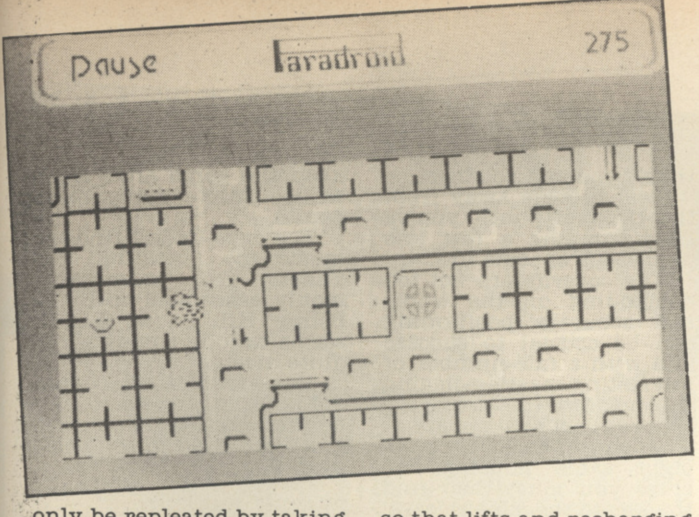
Title:	**Paradroid**
Computer:	**Commodore 64**
Supplier:	**Hewson Consultants**
Price:	**£7.95**

Paradroid is a droid which can take control of other droids, which is just as well because several droids have gone berserk on a space trader and we must regain control. Playing the role of the controller of the Paradroid influence device, you must regain the ship by eliminating or pacifying the renegades.

Pacifying the droids can only be achieved by contacting one in the ship, colliding with it and then battling for its mind. This battle takes the form of a screen display of the interface circuitry between the droid and the influence device. To win you must turn the coloured square at the top of the screen to that of your device by counteracting the droid's defences. Success brings control and an extended life span for your electronic parasite, failure brings annihilation and a new game.

Droids come in all shapes and sizes and the higher the code number, the more dangerous it is. Droids above code 4 can shoot back, draining your precious power which can





only be repleated by taking over another droid or finding one of the recharging stations somewhere on the ship.

The ship has many decks to be cleared and when you eliminate the last droid on a particular deck, the lights go out and you can proceed to the nearest lift to go to another level. You can also escape by this means at any time if you find that things are getting too hot to handle.

At the start of each game the status indicators register a green light, but the faster and further your proceed into the game the light turns red and you become the object of attention by the higher level droids. There are also information points which you can plug into to gain information about the ship, the most useful of which is the ability to call up a map of the level which you are on so that lifts and recharging points can be quickly reached.

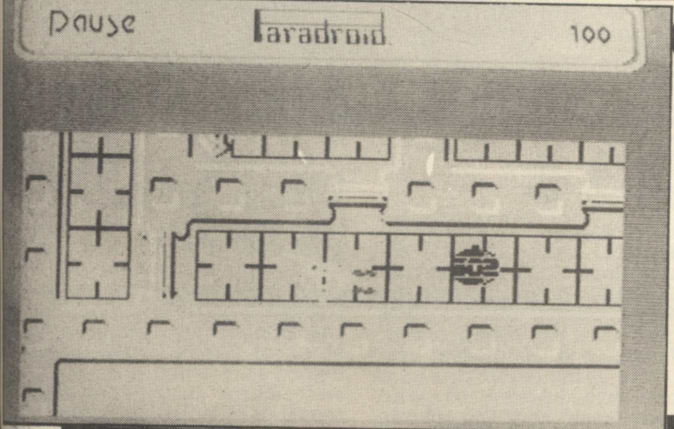
An analysis of the game would merely pass this off as a maze game but the problems encountered raise it into something worthy of a second glance.

As a follow up to Gribbly's Day Out, Paradroid fulfils the promise of better things to come. The screen scrolling is exceptionally smooth and the implementation of a rule that droids remain invisible unless within direct view of the paradroid adds an element of surprise to the game. **JG**

PLANET RATINGS

Originality	●●●●
Graphics	●●●
Use of machine	●●●●
Value for money	●●●

STAR RATING
Bright Star ○



Title:	**Fairlight**
Computer:	**Spectrum**
Supplier:	**The Edge**
Price:	**£7.95**

The land of Fairlight was once a wonderful place but now quite literally the magic has gone. Many told stories of a slow process of decay spanning many years that had caused this unhappy state and some even believed that the answer lies in Castle Avars.

This frightful place is roamed by all manner of evil but, in it somewhere, is the book of light. This book marks the end of the quest for our hero, the young but brave, Isvar.

As your quest unfolds you will explore the stunning 3D rooms that form the castle. Each one is viewed from above in a style reminiscent of the excellent Knight Lore but since everything is in a smaller scale more is fitted in each room. Hence the rooms range from ones filled with bunk beds and tables to passages leading to stairways down each packed with nasties and objects. The nasties are divided into patrolling guards and creatures such as trolls who just want to eat you.

Colour smudging caused by the Spectrum's attribute problem is avoided by using black outline objects on a single colour background with changes from room to room to help you in your mapping which will be essential in solving the game.

The controls are a little difficult to get used to since there are so many of them including movement in four diagonal directions, jumping and fighting (with your sword) and numerous commands to pickup, drop and use the various objects you will find in the castle.

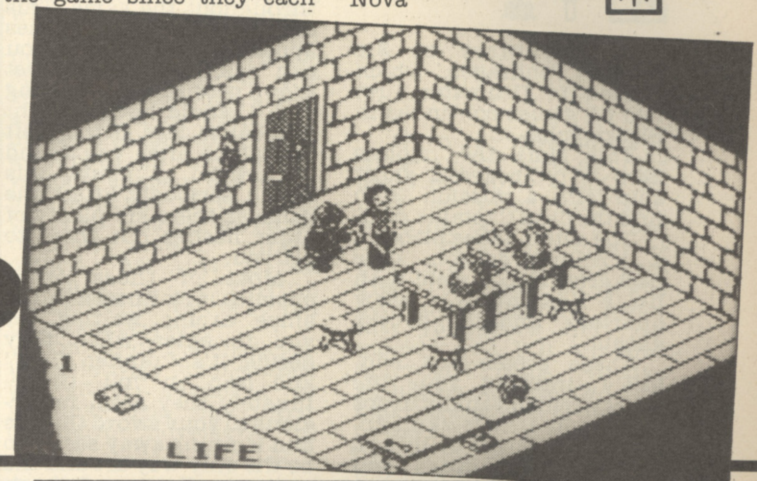
These objects are vital to the game since they each have a distinct size, and weight (which restricts the number you can carry at any one time) and most have a specific use. The most important ones are magical.

The result of all this is a true 3D arcade adventure in which you can actually use the objects you find rather than merely collecting them. Round the whole package off with full instruction booklet and an actual tune from the Spectrum before the game starts! The result is that Ultimate has finally met its match. **TH**

PLANET RATINGS

Originality	●●●●
Graphics	●●●●●
Use of machine	●●●●
Value for money	●●●●●

STAR RATING
Nova ☼



Title:	**Spy Hunter**
Computer:	**Atari**
Supplier:	**US Gold**
Price:	**£9.95**

Remember the Aston Martin DB7 in the James Bond film Goldfinger? Well Spy Hunter puts you behind the wheel of a car with missiles, machine guns, smoke and oil.

The idea of the game is to drive down the road shooting all the baddies and acquiring more weapons by 'docking' with a weapons van which will re-stock your supplies of missiles etc.

Various baddies are blocking your way and trying to knock you off the road, you can of course knock them off as well.

Occasionally you can change your car for a boat where there are added difficulties of islanders and depthcharges.

The game is very fast and exciting to play, though it would be useful to have two stick down joysticks to play it as you need one to control the car and the other to control which particular weapon you are going to deploy next. A game well worth looking at. **MR**

PLANET RATINGS

Originality	●●●
Graphics	●●●●
Use of machine	●●●
Value for money	●●●

STAR RATING
Bright Star ○

Title: Topper the Copper
Computer: Commodore 64
Supplier: English Software
Price: £7.95

Topper the Copper is a top-hat with legs. Topper the Copper is a policeman. Topper the Copper is a maze/platform game with a variation: you have to solve a crime by hunting down the information you need in safes hidden around Mad Marvin's caverns.

A murder has been committed by one of seven suspects. Topper knows that there are eight clue elements scattered around the caverns and though collecting them is dangerous, a sprite's gotta do what a sprite's gotta do.

The search starts near a lift shaft with the boiler room at the bottom. You can catch a lift by walking onto it as one passes but if you miss on the upwards lift you are safe because there'll be another along in a moment to break your fall, but if the lifts are going down then it's straight into the central heating boiler, thank you and goodbye.

Best to keep away from the lift-shaft until you've tried jumping a few less dangerous chasms first.

The caverns are not too demanding on the whole but accurate positioning can be crucial to success and with a fair number of interesting nasties jigging up and down this can be the hardest part of the maze.

Once you have found the eight safes housing the clues you must then find the key to the 'clue release' to get at the riddle they comprise. If you succeed at this level you can enter the courtroom, read the riddle, and make your accusation.

Each time the game is played a different murderer is chosen which should keep the game alive for a while, unlike many maze games.

For once I don't find the music too irritating. It's Yaketty Sax (more commonly associated with the Benny Hill Show) and it seems to jolly things along quite nicely.

I'm afraid that Topper did not wildly excite me but neither did it disappoint. A run of the mill game overall. **JG**

PLANET RATINGS

Originality	●●●
Graphics	●●●
Use of machine	●●●
Value for money	●●

STAR RATING
White Dwarf

Title: Blackwyche
Computer: Commodore 64
Supplier: Ultimate
Price: £9.95

The adventures of Sir Arthur Pendragon which started in Ultimates first two 64 games continues in Blackwyche.

This time the hapless hero is on board a ghost ship with a mission is to find the dead Captains soul.

The action takes place on a scrolling galleon style background complete with huge cannons, crew quarters and of course ghosts.

These pester you endlessly draining your life energy which rapidly drops to 0 when a huge skull appears that laughs evilly as a ghostly hand drags you away.

However, after only a few attempts at the game you should find the sword that kills them. This reduces them to a mere irritation which unfortunately plagues you throughout the game. This distracts from the games appeal as you know you can easily kill them yet they persist in bugging you. I would have thought it a better idea if they left you alone after you found the sword. I doubt this would seriously affect the game as there are plenty of other nasties out there to get you.

Most of these other enemies lurk unseen in the ships cabins waiting for you to enter when they decide it's "dinner time" and leap on you. Unfortunately they seem impervious to your sword thrusts and running away seems to be the only way around the curious collection of ghostly sea creatures and cups and saucers out to get you.

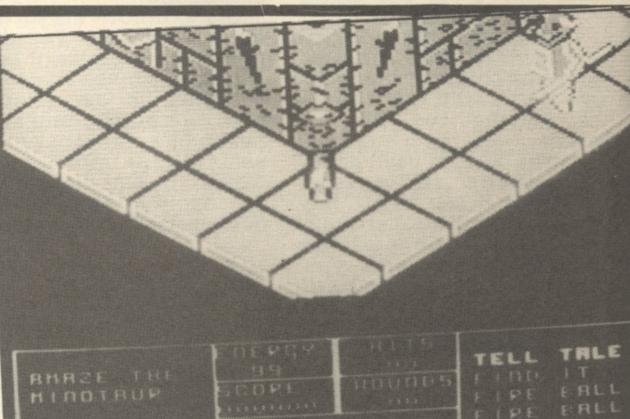
These have so far halted any further progress in the game although I have managed a few scouting missions deep into the ships interior only to find duplicate landscapes although this time coloured grey or red rather than brown.

All things considered Blackwyche is another disappointing 64 game from Ultimate which is a shame since their Spectrum track record in the shape of calssics such as Atic Atac and Knight Lore promised so much. **TH**

PLANET RATINGS

Originality	●●
Graphics	●●●
Use of machine	●●
Value for money	●●●

STAR RATING
White Dwarf



Title: Wizardry
Computer: C64
Supplier: The Edge
Price: £7.95

Many games have tried to capture that special atmosphere of the classic role playing game Dungeons and Dragons but to date they have all fallen short. Wizardry is the closest yet.

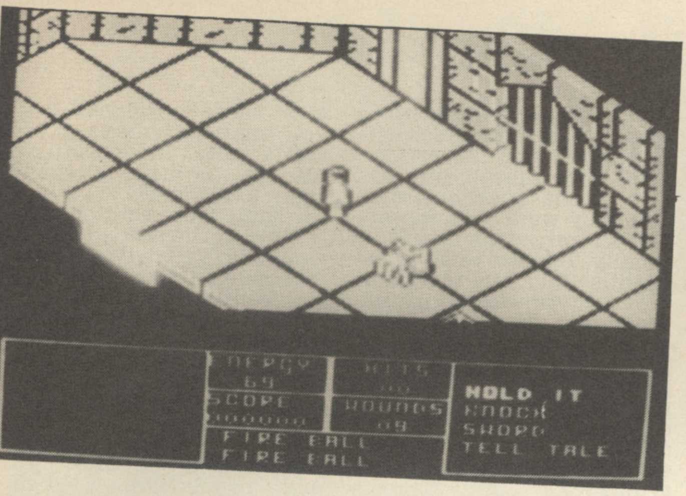
The game casts you as a sorcerers apprentice who must seek out the prime element in a city of illusion and zap it with a single spell. Unfortunately this is going to be harder than it first seems for first you must solve countless areas of a castle with the doorway to the next area guarded by a particularly heavy monster. For example, the guardian in the first area is a Minotaur who will quite happily smack you if you even approach it despite your trusty sword.

The correct way is to kill it with the right spell. However this is well hidden and is only revealed after an exhausting sequence of monster bashing and spell finding.

The spells are usaully hidden in chests in the centre of the impressive scrolling 3D rooms but are guarded by monsters. These you can either fight with your sword (by waggling the joystick) or by firing one of your depleting stock of fireballs. Both the sword and fireballs are just two items in a scrolling menu of options that can be selected from your pool of spells which also includes the vital HEAL and TELLTALE spells.

HEAL is self explanatory and restores your energy and hit points which can be lost during combat but you should use it wisely as each spell can only be used once. Luckily you have a stock of Fireballs, Heal and Telltale spells but if used unwisely you will soon run out.

The TELLTALE is the game version of a help command which produces a pair of mouthing lips above our hero but more importantly a clue in a window below the room display.



These give you much needed pointers in an otherwise bewildering game. Indeed those sporting people at The Edge have even included a crib sheet that will guide you through the first area but it still requires some time to complete it — even with his help. The problem lies in the fact that although some spells are easily found and added to your collection for future use others aren't. Some spell chests remain invisible until you cast a FIND IT spell others are triggered automatically and might reveal a secret door or magic portal, however this might happen five or six rooms away and so you may never discover what happened.

Controlling the character is a little difficult since not only do you have to move him with the joystick you have to be ready to press the Commodore key to enter or leave a room, the 1 and 2 keys to scroll through the spell list while readying the fire button to cast the spell. This all becomes almost impossible when a mean looking nasty is bearing down on you particularly when you have to dig in the spell list for your sword. Indeed many a hit point has been lost and spells wasted by pressing the 1 key too many times while in the panic of combat.

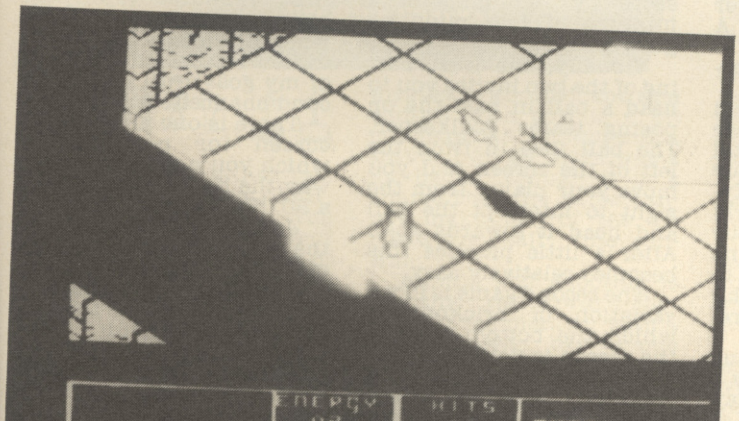
Finally the games excellent music isn't just to make the game sound nice, apparently it forms a clue since the tune that is currently playing indicates how well you're doing. There are nine tunes stored in the game with the appropriate one being called up as required. To date I think I've heard the starting off tune, the "you're about to be clobbered" melody and the "tough buns, you've died again" finale.

Wizardry obviously misses out on the player interaction that adds to the magic of a D&D game but as a computer game its really quite wonderful.

PLANET RATINGS

Originality	●●●●
Graphics	●●●●●
Use of machine	●●●●●
Value for money	●●●●●

STAR RATING
Nova



— REVIEWS

Title:	**Fighting Warrior**
Computer:	**48K Spectrum**
Supplier:	**Melbourne House**
Price:	**£7.95**

Following hot on the heels of Way of the Exploding Fist Melboune House have released a second combat game, this time set in ancient Egypt.

Fighting Warrior puts you in the position of trying to rescue the Princess Thaya from the clutches of the evil Pharaoah (please note spelling Melbourne House). Armed only with a two-handed sword, you must battle against the Pharaoah's magicians and force your way across the desert into the temple where the princess is held.

The first thing you notice about the game is the superb quality of the graphics. The characters are huge and beautifully drawn and animated. Your adversaries come in various shapes and sizes, my favourite of the ones that I've come across so far being a hideous winged demon. All this is set against a scrolling background of assorted Egyptian scenery.

Control of the character is a relatively simple affair via either keyboard or joystick. You have four defensive movements of jump, duck, forwards and backwards, and three aggresive moves of a high, medium and low swipe. The action is quite slow and, whilst this mirrors "real life" (you try swinging a two-handed sword quickly) some players may find that there is not enough zip for them. I also found both keyboard and joystick responses a little slow, especially when leaping and ducking the arrows that periodically come your way.

As you progress towards the temple you come across assorted objects left by previous adventurers and working out how to use their reported magical powers is vital to your progres in the game. Scoring is dependent on how many hits you score and how quickly you kill off your opponent. The relative strengths of the warrior and the creature is denoted at the bottom of the screen by a number of arrows — the number being the quantity of hits that you can take and still live.

Comparisons between FW and Exploding Fist are inevitable which is a pity as they are decidedly different games. However, it must be said that FW is lacking that certain something which turns an ordinary game into an outstanding one.

PLANET RATINGS

Originality	●●●
Graphics	●●●●
Use of machine	●●●
Value for money	●●

STAR RATING
Red Giant

Title: Trivia UK
Computer: C64
Supplier: Anirog
Price: £7.95

This latest game from Anirog is the first of the British trivia games to put in an appearance. Each of the players attempts to complete six pieces of his pie by answering questions which fall in six different categories. Having achieved this, he must then answer a question in a category chosen by his opponents.

Play takes place by moving round the board according to the roll of a die and answering questions as you go. If you get the question right, you get another go. The object is to land on six key squares. A correct answer here gains you a slice of the pie. So how does the game play in practice. Well, like the curate's egg, it's good in parts.

On the plus side is the method of answering the questions whichis simple in the extreme. The program asks the question and you shout out the answer before pressing a key to see whether or not you were correct. This is a much better method than in US Gold's Monster Trivia where you have to type the answer in, as it avoids problems such as being marked wrong for World War I when the program was expecting First World War. Any such differences can now be settled amicably between players.

The questions also benefit from being geared to a British market. No more questions about obscure American quiz show hosts. The six categories are Geography, History, Sport & Leisure, Arts & Literature, Science & Nature and Entertainment. My overall impression of the questions was that they were well chosen but all very sensible. Personally, I prefer them to be slightly silly but this is a matter of individual preference. There are 1400 questions in the package on two tapes, but you are supplied with a Trivia Editor program to add your own questions. The main drawback with this would seem to be that apart from typing the questions in, you would have a head start in that you know all the answers!

The main drawback with the program is that the questions have to be loaded in in blocks. There is no turbo load and there is the usual long wait for the C64 to load (about fifteen minutes per block). Things get worse as you are likely to have to load a new block in the middle of a game. Apart from another long wait, there is the risk that you position the tape incorrectly and inadvertantly load in the main program again and so have to restart the game from scratch.

This is the second trivia game that I have seen so far with others in the pipeline. My feeling is that they do not work very well on a computer at all and that the boardgame plays a lot better. Certainly, putting the game on cassette has considerable drawbacks, but then, unlike the rest of Europe and the USA, not many people here own disk drives which would immediately solve one of the main problems associated with games of this type.

GH

PLANET RATINGS

Originality	●●
Graphics	●●
Use of machine	●●
Value for money	●●

STAR RATING ◒
White Dwarf

Title: World Cup Football
Computer: Commodore 64
Supplier: MacMillan Software
Price: £7.95

It was Plato who first pointed out the difference between concept and reality and that the latter always falls short of the former. It nothing else this package shows all of the degrees of Plato's deliberations.

The concept of a package which combines a strategy/action game with a database/quiz and a complimentary booklet is excellent. The realisation in this form falls sadly short of the ideal.

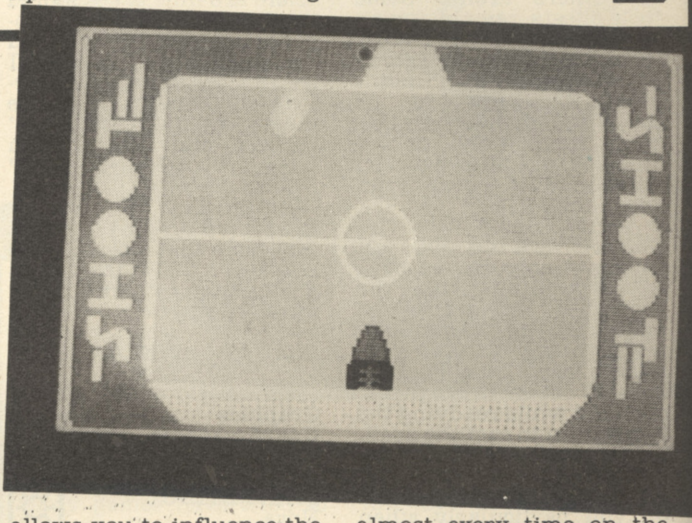
The booklet is the best part, covering skills and rules of the game and then going on to mention some details of the greats of the World Cup Competition since its instignation in 1930.

The database gives the kind of facts and figures which can be obtained from any book on World Cup Football and does not allow for the user to interrogate the files as fully as I would like. The results of all the matches since 1930 are all here and the performance of each item throughout the years is all here but surely a computer can do more than merely present facts in the same way as a book.

The quiz associated with this section gives multiple choice answers. It boasts three levels of difficulty but the questions do not get any harder. Instead the time permitted to answer the questions is reduced. A better method would be to allot bonus points according to the time taken.

For my money the World Cup Manager on the other side of the tape is a total fiasco. After selecting your team you enter the qualifying rounds of the World Cup and in theory your skillful management abilities must be brought to bear in winning the trophy for the nation you represent.

The aim is a noble one but it misses its mark by a hideously boring gameplay section. The first half of each match consists of approximately 45 seconds watching a screen display which occasionally tells you that a goal has been scored or a player has been injured or booked. Just in case this has put you to sleep, the second half allows you to influence the score by indulging in a mixture of two mindless games.



Visually, the least boring of the two invites you to head a ball in past the opposing teams goalkeeper. The ball flies in from the left of the screen and you move your player from the right to intercept the ball and head it towards goal. After a little practice this becomes relatively easy.

The second game is like a variation of brickout in which the bottom edge of the screen is your goal and a smaller goal runs to and fro along the top of the screen. An outsized boot can be moved along the bottom edge and with it you can bounce a ball around the screen until it hits the small goal. The ball appears moving in one of two fixed directions and after about five minutes practice I found that I could score almost every time on the first rebound from the boot. On the odd occasion when I failed it was not too difficult to keep the ball out of my goal until I got a second chance to score.

There is one more action screen for penalties in which you nominate which way the ball will go, giving a 50/50 chance of success.

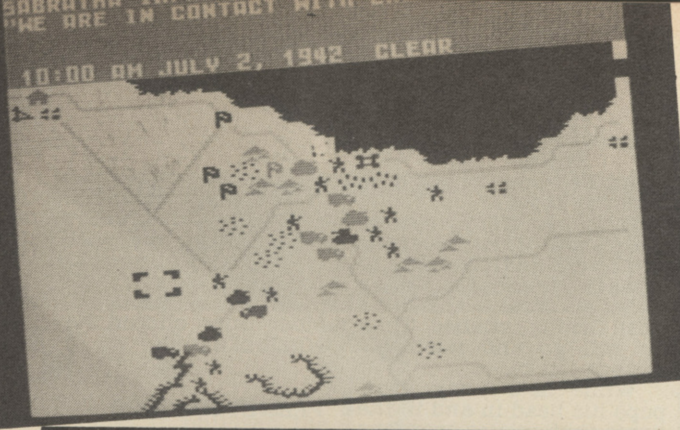
Judging by the graphics, the programmer is capable of better things but as it stands the package falls a long way short of the excellence which the sophisticated 64 market demands.

ED

PLANET RATINGS

Originality	●●
Graphics	●●●
Use of machine	●●●
Value for money	●

STAR RATING ●
Black Hole



SABRATHA
"WE ARE IN CONTACT WITH

10:00 AM JULY 2, 1942 CLEAR

REVIEWS

Title:	**Decision in the Desert, Crusade in Europe**
Computer:	**Commodore 64**
Supplier:	**Microprose Software**
Price:	**£9.95 each**

These two disk based games from MicroProse represent the best strategy wargames which I have played. Although similar in concept, the situations encountered vary as widely as the terrain on which the battles are fought and each disk contains five simulations of the major battles in each campaign.

Decision in the Desert covers the major battle in the North African Campaign between General Rommel (the Desert Fox) and Field Marshall (Monty) Montgomery from Sidi Barani and El Alamein.

Crusade in Europe covers the period from D-Day to the Battle of the Bulge which was the decisive factor to victory in World War II.

You can choose whether to be a German or Allied Forces commander and the computer, or your opponent, takes the other side. In this way the course of history can be rewritten in the safety of your living room depending on your skill at controlling the troops under your command.

For each battle a detailed map is drawn showing the relative positions of the various army units at the beginning of the battle. These can be selected as icons or symbols depending on which you feel happier with.

The prime targets are the enemies HQs and supply depots based on the theory that an army who can't eat, can't fight.

Each battle is played in real time so the moves must be made quickly if advantage is to be gained. A sense of time passing is given by weather and status reports flashed across the top of the screen and as day turns to night the screen colours change to give a visual indication.

You can check the compliment and condition of each of your own army units at any time, but enemy units can only be evaluated when you are close enough to engage in battle.

There is a graduation of difficulty which gradually rises as you progress from the first game to the fifth but if you wish to start with a particular battle you can select this at the beginning of each session.

Like board based wargames, each section of the campaign can rage for several hours but a time limit is placed on the battle which relates to the actual war situation. An unfinished game can be saved onto disk and reloaded at a later date.

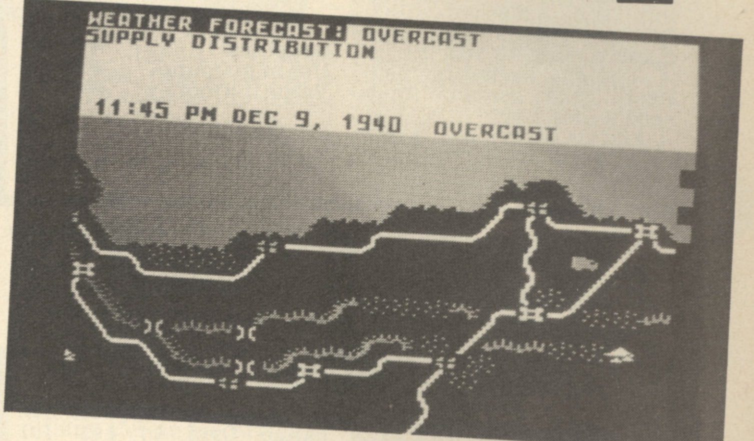
Although the real life war was much more involved than these games can show, it does give some idea of the problems faced by the two armies trying to keep supply lines open whilst advancing on the enemy.

War games are not everyone's cup of tea but I find them fascinating. How did I fare in my campaigns as the Allied Forces? Deutschland, Deutschland uber alles. **ED**

PLANET RATINGS

Originality	●●●●
Graphics	●●●
Use of machine	●●●●
Value for money	●●●●

STAR RATING ☼
Nova



WEATHER FORECAST: OVERCAST
SUPPLY DISTRIBUTION

11:45 PM DEC 9, 1940 OVERCAST

Title:	**Spot the Ball**
Computer:	**Atari**
Supplier:	**Creative Sparks**
Price:	**£7.95**

This tape contains two games from Thorn EMI, soccer and snooker. The snooker game is not one of the best implementations of this sport that I have seen, however it is not the worst either.

There are options to practice or play somebody else, though only one joystick is allowed, and fine control with this is a bit cumbersome, I found that a trakball on JS mode was a lot better, though it is a shame that the game cannot make use of the TB mode for really fine control.

Aiming and shooting is by the aim-toward-the-white-cross method, with a cycling power bar to one side of the screen. Unfortunately there is no option for spin or anything other than a straight shot. The scoring and fouls method seems to be a bit strange as scores seem to get credited almost at random sometimes.

The action of the balls is also a bit distressing as they seem to have no inertia at all, they are either all going at a constant speed, or they stop dead.

Not really bad, but not good enough to stand up on its own as a game in its own right.

The second game on the tape is soccer, this is the real saving grace of the product. The game is played over a scrolling sreen taking up about three screen widths. The little men (and they are little, but this is due to the Atari's graphical limitations rather than any part of the program) run about realisitically and kick the ball around with much fervour.

The control is rather different to most games of this type where all non active players are under computer control. In this game the players charge forward and control can be directly assigned to any of them by pressing the fire button when no player is in possession of the ball and cycling around a black square until you reach the player of your choice.

This game is very playable and is full of options for the number of players, computer opponents, number of joysticks etc.

On the whole, the exceptionalness of this game makes up for the blandness of the snooker game and makes the whole tape much more worthwhile. **MR**

PLANET RATINGS

Originality	●●●
Graphics	●●●
Use of machine	●●
Value for money	●●●

STAR RATING ○
Bright Star

Title: Sorcery +
Computer: Amstrad
Supplier: Virgin
Price: £10.95

All Amstrad owners will remember Sorcery. It was the first game to really show what an Amstrad could do incredible graphics and animation, split screens, you name it — it had it.

Sorcery + is the expanded disk version of the game. Using overlay techniques (ie. only having the chunks of program in the machine that you are using at that one time) it is possible to have a program that taken up the entire disk. I don't know if Sorcery + does fill it all up, but it certainly is very big.

The continual disk accessing could be annoying, but the Amstrad disk system is very fast and quiet, so that all you notice is a slight hesitation between tyhe screens that need a disk read.

All this extra space is used to good effect. Chapter one is basically the same game as Sorcery, flying from screen to screen trying to save all the trapped sorcerers in an advanced action/problem solving (adventure) environment. The graphics are suitably resolution on the top and bottom halfs of the screen, keeping detail where it's needed and colour where it's effect is best.

Sorcery Chapter 1 comprises 47 screens, but the real plus (ho, ho, ho) is the extra 28 screens of Chapter 2. In this section you must defeat the necromancer, this will give all those people who completed Sorcery something else yo aim for.

Sorcery was the best Amstrad game ever, Sorcery + is better. **MR**

PLANET RATINGS

Originality	●●●●●
Graphics	●●●●●
Use of machine	●●●●●
Value for money	●●●●●

STAR RATING
Nova ☼

Title: Orm and Cheep: The Birthday Party
Computer: Commodore 64
Supplier: Macmillan Software
Price: £7.95

Orm and Cheep are enjoying a certain degree of popularity as children's television favourites. Now you can watch them any time with this program from Macmillan's.

Principally it is a maze game with another two little game thrown in for good measure.

We start off in Orm's house where he is preparing to make his cake. First he goes along the rows of ingredients and you can see what is in each jar. Next Cheep appears so that he can help. As Orm indicates an ingredient in a speed bubble, Cheep starts fluttering above each jar in turn. When he is over the correct one a keypress will cause Orm to ask for another ingredient.

Once all the ingredients have been found, Cheep sets off in search of their friends and the first maze is entered. This should pose no real problem and can easily be explored.

Hedgehog, Snail and Mouse are somewhere here but so are the eveil Crow, Rat and Cat who can only be chased away if the correct combination of animals is with Cheep at the time.

Eventually it is time to find Mole in his underground passages. It is best to start a little map at this point because the region can be quite disorientating. Each time you enter a room, your entry point is at the bottom of the screen. So if you now turn left the view of the next location will be rotated so that your entry point is at the bottom and you can soon get lost.

On finding mole you have to retrace your steps to get out and rejoin the group above ground. Next you must find Orm's house again because the party is about to begin.

Orm has very definite ideas about where everyone should sit and you have to move the friends from place to place around the table until Orm is satisfied. Then he will go and fetch his birthday cake.

While he's away Crow pops his head in and in the panic that ensues everyone gets their places mixed up, so when Orm returns he again expects you to sort them into the correct order (not the same as the last one though) and then the party begins but the game ends.

The graphics and sound are really cute in this game which gets to be surprisingly difficult at times. I can't see very young children playing this game but the older ones should have a whale of a time. **JG**

PLANET RATINGS

Originality	●●●
Graphics	●●●
Use of machine	●●●
Value for money	●●●●

STAR RATING
Bright Star ○

Title: Devil's Crown
Computer: Amstrad
Supplier: Probe
Price: £7.95

Another arcade/action game for the Amstrad, though this time set in the wreck of an old ship with you in a sort of midget submarine.

The object of the game is to replace all the seven jewels in the crown (haven't I heard that phrase somewhere before). To do this you must replace each flashing object that you find with an equivalent solid object. Then you can replace a flashing jewel with a solid one, seven jewels and hey-presto you have finished.

However, this is not as simple as I make it out to be. As you buzz from screen to screen all sorts of nasties get in your way, ghosts appear to take away all your possessions, fish puncture your air tanks, and your air tanks slowly run out. This and all the puzzles that need to be solved make the game one that will be extremely playable for the experienced arcade/adventure (what a clumbsy phrase) player, though the beginner might have a few problems if not guided through some of the earlier sections.

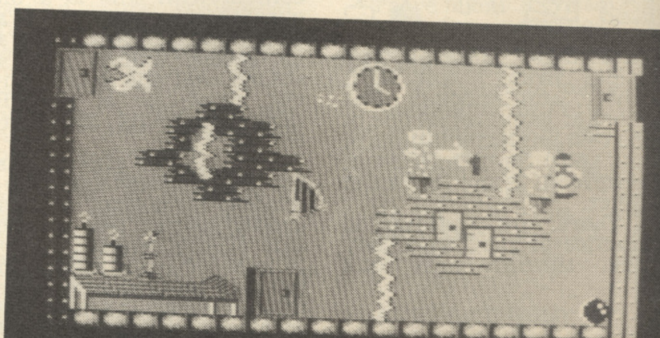
The graphics are quite exceptional and are as good as the amazing Sorcery, that shocked the Amstrad world when that was first launched at the beginning of this year, and is probably at the limits of what an Amstrad can do. The colour balance is also excellent and mode 0 is used to great effect.

One of those games that you can really get into and doesn't bore you silly after 2 minutes. **MR**

PLANET RATINGS

Originality	●●●●
Graphics	●●●●
Use of machine	●●●●
Value for money	●●●●

STAR RATING
Bright Star ○



```
Gun powder stores, lower deck
You are carrying a sharp dagger
Oxygen Level                  Score Bullets
                              003090 40
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Title: Donald Duck's Playground
Computer: Commodore 64
Supplier: US Gold
Price: £9.95

Donald Duck needs no introduction to children the world over, which is why his appearance in this game will guarantee international appeal. This is principally an educational package but there is plenty of gameplay contained within it.

Donald wants to build a playground for his three nephews: Huey, Dewey and Louie. This will cost money which Donald does not possess but in the town where he lives there are plenty of places to work.

The opening screen finds Donald on the High Street and he can wander into a set of offices on the right of the screen or a series of shops on the left. With no money, Donald's first move is towards the offices. These represent the Amquack Railroad Company who need signalmen, the Toy Store who need shelf fillers, the produce market needs packers, and McDuck Airlines need baggage handlers.

The signalman's job is to contol six sets of points so that the Amquack express can reach its destination in as short a time possible. Each destination flashes and its name appears on the screen when selected by the computer. At the lowest level this is followed by a fairly leisurely time but at the highest level Donald has to flit about like crazy.

In the Toy Shop Donald has to collect toys from the conveyor belt and deposit them on the correct row, correct column of the display shelf. He must also keep a weather eye out for the arrival of the Amquack Express which will shake down all of the toys if Donald has not closed the shutter in time.

The easiest job is catching vegetables and fruit at the produce market. The produce is being thrown off the back of a lorry and Donald must catch it and throw it into correctly labelled boxes. If he fails in this task in any way, Donald throws a typical duck fit which effectively means that the next vegetable will not be thrown.

The airport job involves throwing labelled packages into a correctly labelled truck which is eventually taken away to the waiting aeroplane.

For each game completed you are awarded with money instead of points and you can spend the money in the shops.

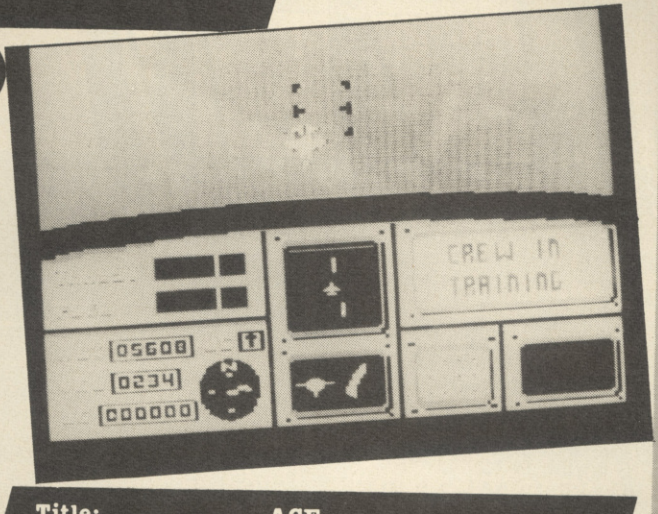
The shops are individually owned by Mickey Mouse, Goofy and Minnie and they sell items which may be of use in constructing the playground. By offering the correct money and selecting any change that may be due, these items are acquired and then you can watch as one of the nephews plays there.

The graphics for this game are what you would expect from Walt Disney and a lot of care has gone into devising the game. A great one, giving education the spoonful of sugar treatment.
JG

PLANET RATINGS

Originality	●●●●
Graphics	●●●●
Use of machine	●●●
Value for money	●●●●

STAR RATING
Red Giant



Title: ACE
Computer: Commodore 64
Supplier: Cascade
Price: £9.95

Let's hear a round of applause for a flight simulator which at least lets you get off the ground easily. You still need the appendages of an octopus to play but at least this strain can be shared with a friend using the two player option.

ACE, the Air Combat Emulator, first appeared in the C16 but has undergone suitable changes to make it worthy of the extra memory capabilities of the 64.

The first decisions which have to be made is whether a night, day, summer or winter mission is to be flown and the level of ability of the crew. Then a suitable weapon load must be taken on, after which take off is a simple case of gaining enough speed, pulling back the joystick and raising the undercarriage.

Once in the air, it is wise to check the overall map to select your target and then you can maneouvre your jet towards the area. The view from the cockpit gives a very good impression of speed and height and although not 'realistic' it gives an excellent impression of mountains, trees and waves depending on the terrain which you are flying over. The tilting of the horizon as the plane banks is fast and rolls and loops are possible (whether intentional or not).

The enemy combat forces come in various guises: naval convoys, formations of jets, helicopter supported ground troops and deadly SIM rocket launchers. Each game allows you three aircraft to totally wipe out the opposition but you only acquire a new jet if you successfully eject from a doomed plane over allied occupied territory.

The display panel gives all the information about altitude, attitude, speed, thrust, fuel level and direction. Additionally, you also have a radar which can show whether an enemy plane is above, below, beside or in front of you; the armaments currently in use; the image from a rear-view camera; and a computer output display which is supported by voice synthesis.

Fuel can be obtained either on the wing or by landing at an airbase. Both options are tricky to achieve but practice makes perfect. After several encounters with the enemy, landing is the only real option so that you can re-arm and repair your jet.

In use I found this simulator delightfully easy to come to terms with but difficult enough in combat mode to make me realise that it would take several hours of practice before I would be considered ace. More often than not I turned out to by my own worst enemy as I persistently ran out of fuel and had to bale out of my 'glider'.

If technical accuracy is not your main requirement from a flight simulator but realistic action is, then this is probably the best you can get.
ED

PLANET RATINGS

Originality	●●●●
Graphics	●●●●●
Use of machine	●●●●
Value for money	●●●●●

STAR RATING
Nova

INTO GAMES

Hello again. This month I have a game for all Vic 20 owners. It is called Downhill Skier. Now I have finished showing you how to program, I'll now present some games, so you can see how they are built up. The other computers I shall be covering are: the CBM64, C16, Spectrum, and the BBC/Electron.

We start with a game for the Vic 20. There are four programs which must be typed in and saved in order. Then you load and run the first program and, from then on, everything is automatic.

Instructions

You are a skier at the top of a mountain. You must avoid the trees and knock over the flags. Your controls are Z-left and M-right, or joystick. You move diagonally and continue in that direction until you press another key.

Features

The games has many of the features we talked about.
Sound: When you change direction, a realistic sound is made.
Graphics: UDGs are used
Moving: Joystick or keys
Title Pages: Program 1 is a title page
Presentation: is used containing most of the concepts used in Article 7.
Hi-Score table: An eight place hi-score table is in the program, ten is not possible because of memory limitations.

Graphics in detail

Because I'm not very good at art and the Vic has very small memory, I didn't design the graphics myself this time. I left them to a freelance artist of mine.
The skier going left is 2 by 2
The skier going right is 2 by 2
The tree is 1 by 1
The flag is 1 by 1
The owl (or WOL) is 1 by 2
The lightning is 1 by 2
The block (which I did manage to design myself!) is 1 by 1

Here are the letters and poke codes:
Skiers AB EF
CD and GH
which is 1 2 and 56
3 4 and 78
The tree is I which is 9
The flag is J which is 10
The Wol is K which is 11
L which is 12
The lightning M which is 13
N which is 14
and the block is @ which is 0.

Hi-Score table

The high score table is 8 places. It was originally ten but it had to be cut back to eight because of memory. In the print out it goes through from eighth to first, giving a screen to each number. On the screen is the number in 3 by 5 blocks, a symbol and the score and name. There is a short wait and then starts a new game. The symbols stand for the position. They are:
8 2 flags
7 3 flags
6 1 tree
5 2 trees
4 Lightning
3 Wol
2 1 skier
1 2 skiers

Hints

I will only give you one hint: to get through small gaps in trees shalom. To slalom you press each key very rapidly which keps you in nearly the same position. Good luck!

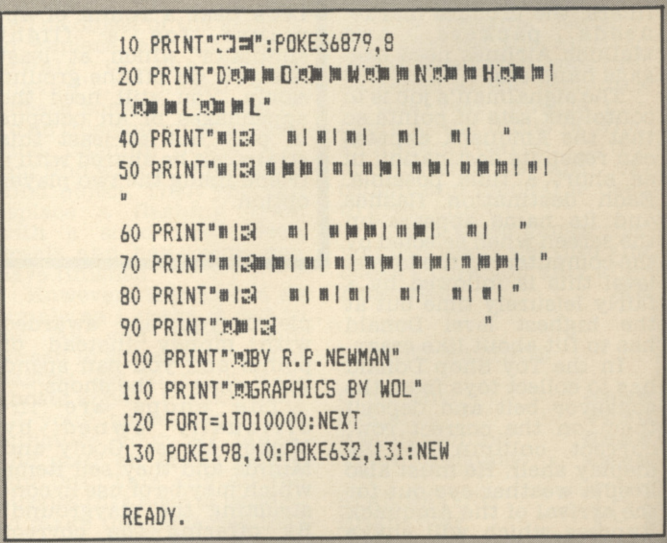
The programs

Even though the Vic only has 3.5k memory, I have used 0k, by having four programs:
Program 1 is a title page
2 is the graphics
3 is the instructions
4 is the actual game.

Program 1

Program 1 is just a title page. As the name suggests, it has the title and author's name only.

10	Clears the screen, sets the cursor colour to white and the border and screen to black
20	Prints the word "DOWNHILL" diagonally across the screen
40-80	Print the word "SKIER" in 3 by 5 blocks, using reversed spaces for the blocks and leaving a space between each letter
90	Leaves a line and then underlines SKIER by using reversed space again as blocks
100	Leaves another line and prints "BY R P NEWMAN"
110	Leaves another line and prints "GRAPHICS BY WOL"
120	Waits, using a FOR NEXT loop
130	"NEW"'s the program and automatically loads the next one



```
10 PRINT"▯▯▮":POKE36879,8
20 PRINT"D▮▮ ▮D▮▮ ▮W▮▮ ▮N▮▮ ▮H▮▮ ▮I
I▮▮ ▮L▮▮ ▮L"
40 PRINT"▮|▮   ▮|▮|▮!  ▮|  ▮|  "
50 PRINT"▮|▮ ▮▮▮|▮|▮▮|▮▮|▮▮▮|▮|
"
60 PRINT"▮|▮   ▮| ▮▮▮|▮▮|  ▮|  "
70 PRINT"▮|▮▮▮|▮|▮|▮▮|▮▮|▮▮▮!  "
80 PRINT"▮|▮   ▮|▮|▮|  ▮|  ▮|▮|"
90 PRINT"▮▮|▮               "
100 PRINT"▮BY R.P.NEWMAN"
110 PRINT"▮GRAPHICS BY WOL"
120 FORT=1TO10000:NEXT
130 POKE198,10:POKE632,131:NEW

READY.
```

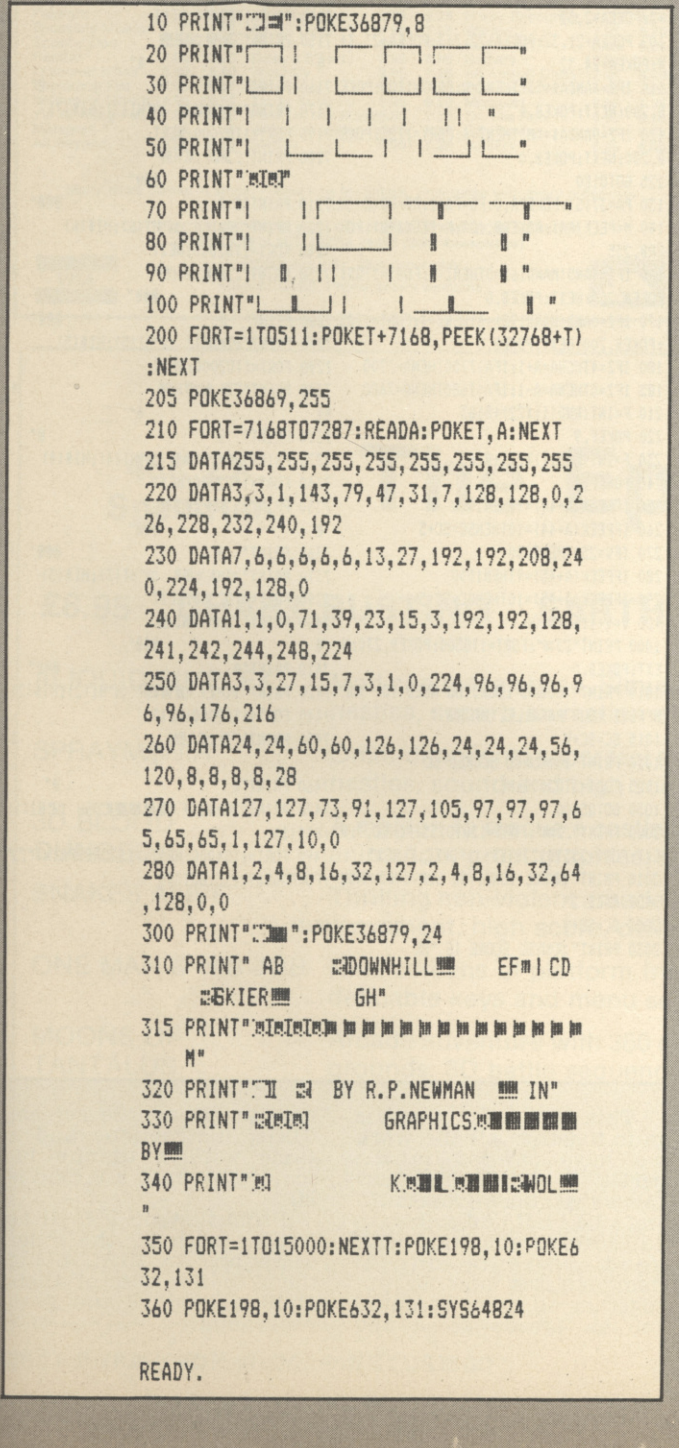
Program 2

Program 2 is the graphics program. It contains all the graphics for the game.

10	Clears the screen, sets the cursor to white and the screen and border to black
20-50	Print out the word "PLEASE" in 2 by 4 lines using Shift + L,O,P and @ for the corners and Commodore logo and M,T,G and @ for the lines
60	Leaves 2 lines space
70-100	Print out the word WAIT in 4 by 5 blocks using the same format
200	Sets up the User defined graphic space with letters, so when in user-defined graphic mode the screen isn't filled with rubbish
205	Puts it into user-defined graphic mode
210	Reads the graphic data and puts it into the UDG block

Data

215	is the block, letter @, poke number 0
220	is the top half of the first ski-ing position numbers 1 and 2 letters A and B
230	is the bottom half of the first ski-ing position, numbers 3 and 4 letters C and D
240	is the top half of the second ski-ing position, numbers 5 and 6, letters E and F
250	is the bottom half, numbers 7 and 8, letters G and H
260	is the tree and the flag numbers 9 and 10, letters I and J
270	is the Wol, numbers 11 and 12, letters K and L
280	is the lightning, numbers 13 and 14, letters M and N
300	clears the screen, sets the cursor and border to black and screen to white
310	Prints the title with the 2 skiers around it
315	Prints the top half of a lightning bolt
320	Prints "BY R P NEWMAN" with trees and lightning bolts around it
330	Prints "GRAPHICS" and "BY" on top of each other
340	Draws the owl and Prints "WOL"
350-360	are a FOR NEXT loop, at the end of which the computer is reset and loads the next part



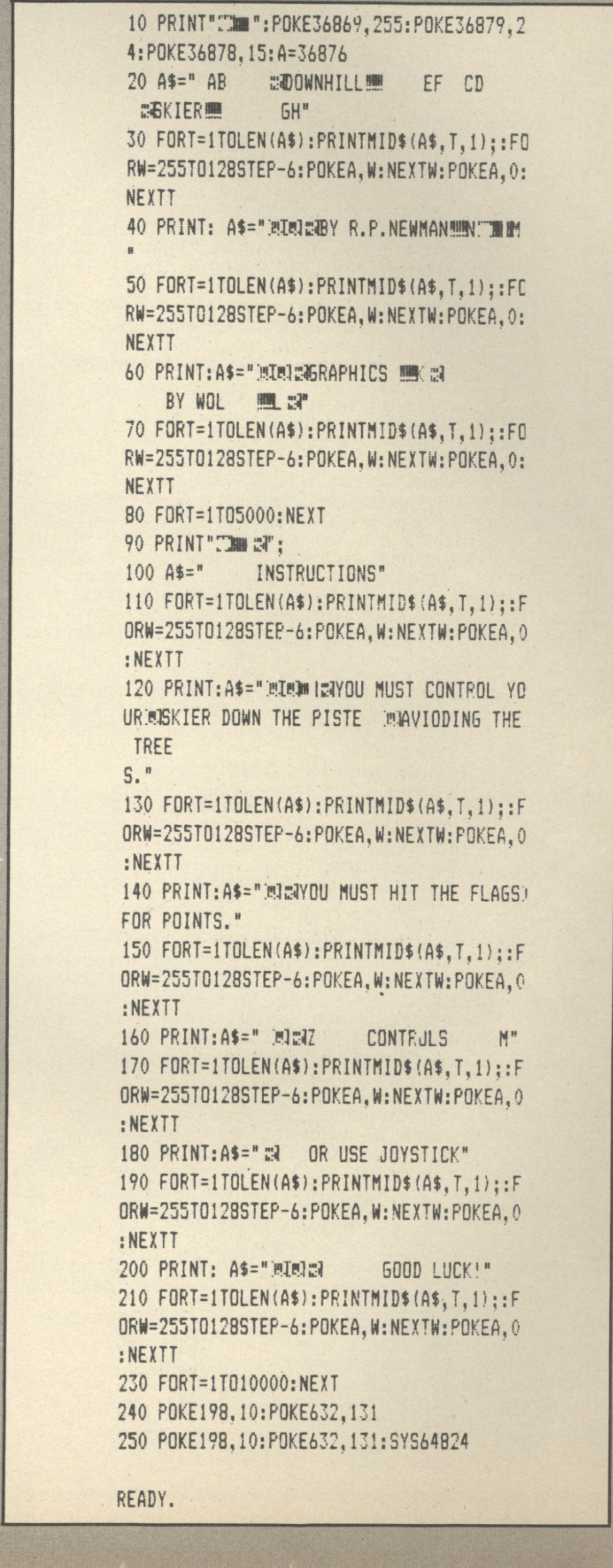
```
10 PRINT"■■":POKE36879,8
20 PRINT"┌─┐|  ┌── ┌─┐┌── ┌──"
30 PRINT"└─┘|  └── └─┘└── └──"
40 PRINT"|  |  |  |  |  || "
50 PRINT"|  └── └──|  |──┘└──"
60 PRINT"■■■"
70 PRINT"|    |┌────┐ ──┬── ──┬──"
80 PRINT"|    |└────┘   ▌    ▌ "
90 PRINT"| ▌, ||   |   ▌    ▌ "
100 PRINT"└──▌──┘|   |──▌──   ▌ "
200 FORT=1TO511:POKET+7168,PEEK(32768+T)
:NEXT
205 POKE36869,255
210 FORT=7168TO7287:READA:POKET,A:NEXT
215 DATA255,255,255,255,255,255,255,255
220 DATA3,3,1,143,79,47,31,7,128,128,0,2
26,228,232,240,192
230 DATA7,6,6,6,6,6,13,27,192,192,208,24
0,224,192,128,0
240 DATA1,1,0,71,39,23,15,3,192,192,128,
241,242,244,248,224
250 DATA3,3,27,15,7,3,1,0,224,96,96,96,9
6,96,176,216
260 DATA24,24,60,60,126,126,24,24,24,56,
120,8,8,8,8,28
270 DATA127,127,73,91,127,105,97,97,97,6
5,65,65,1,127,10,0
280 DATA1,2,4,8,16,32,127,2,4,8,16,32,64
,128,0,0
300 PRINT"■■":POKE36879,24
310 PRINT" AB    ■DOWNHILL■    EF■|CD
   ■SKIER■      GH"
315 PRINT"■■■■■■■■■■■■■■■■■■■
   M"
320 PRINT"■I  ■  BY R.P.NEWMAN  ■ IN"
330 PRINT"■■■        GRAPHICS■■■■■■■
BY■
340 PRINT"■             K■■L■■■I■WOL■
"
350 FORT=1TO15000:NEXTT:POKE198,10:POKE6
32,131
360 POKE198,10:POKE632,131:SYS64824

READY.
```

Program 3

Program 3 is the instructions program.

10	Clears the screen, sets the cursor to black, the border to black and the screen to white. Turns the volume up fully and sets variable A to the highest musical voice.
20-70	set the title, author and artist to A$ with every other line printing it out letter by letter to a machine gun sound
80	waits, using a FOR NEXT loop
90	clears the screen
100-210	set the instructions in A$ and print them out in the same way with the printing command every other line
230	waits, using a FOR NEXT loop
240-250	reset the computer and automatically load the game



```
10 PRINT"■■":POKE36869,255:POKE36879,2
4:POKE36878,15:A=36876
20 A$=" AB    ■DOWNHILL■    EF  CD
 ■SKIER■      GH"
30 FORT=1TOLEN(A$):PRINTMID$(A$,T,1);:FO
RW=255TO128STEP-6:POKEA,W:NEXTW:POKEA,0:
NEXTT
40 PRINT: A$="■■■BY R.P.NEWMAN■N■■M
"
50 FORT=1TOLEN(A$):PRINTMID$(A$,T,1);:FO
RW=255TO128STEP-6:POKEA,W:NEXTW:POKEA,0:
NEXTT
60 PRINT:A$="■■■GRAPHICS ■K■
   BY WOL   ■L■"
70 FORT=1TOLEN(A$):PRINTMID$(A$,T,1);:FO
RW=255TO128STEP-6:POKEA,W:NEXTW:POKEA,0:
NEXTT
80 FORT=1TO5000:NEXT
90 PRINT"■■■";
100 A$="     INSTRUCTIONS"
110 FORT=1TOLEN(A$):PRINTMID$(A$,T,1);:F
ORW=255TO128STEP-6:POKEA,W:NEXTW:POKEA,0
:NEXTT
120 PRINT:A$="■■■I■YOU MUST CONTROL YO
UR■SKIER DOWN THE PISTE  ■AVIODING THE
 TREE
S."
130 FORT=1TOLEN(A$):PRINTMID$(A$,T,1);:F
ORW=255TO128STEP-6:POKEA,W:NEXTW:POKEA,0
:NEXTT
140 PRINT:A$="■■YOU MUST HIT THE FLAGS■
FOR POINTS."
150 FORT=1TOLEN(A$):PRINTMID$(A$,T,1);:F
ORW=255TO128STEP-6:POKEA,W:NEXTW:POKEA,0
:NEXTT
160 PRINT:A$=" ■■Z     CONTROLS     M"
170 FORT=1TOLEN(A$):PRINTMID$(A$,T,1);:F
ORW=255TO128STEP-6:POKEA,W:NEXTW:POKEA,0
:NEXTT
180 PRINT:A$="■  OR USE JOYSTICK"
190 FORT=1TOLEN(A$):PRINTMID$(A$,T,1);:F
ORW=255TO128STEP-6:POKEA,W:NEXTW:POKEA,0
:NEXTT
200 PRINT: A$="■■■      GOOD LUCK!"
210 FORT=1TOLEN(A$):PRINTMID$(A$,T,1);:F
ORW=255TO128STEP-6:POKEA,W:NEXTW:POKEA,0
:NEXTT
230 FORT=1TO10000:NEXT
240 POKE198,10:POKE632,131
250 POKE198,10:POKE632,131:SYS64824

READY.
```

Program 4

Program 4 is the actual game.

5	clears the screen and sets the cursor to white
10	sets the border and screen to black. Sets volume up full. Puts it into UDG mode. Sets variable C for music channel and B for white noise.
15-30	set up the hi-score table, with present names and scores to beat
40	sets V to 0. V counts the number of scrolls
50	pokes 10 flags randomly across the screen
60	pokes 15 trees randomly across the screen
70	pokes up the skier
80	gives 3 warning beeps
90	1 long beep, signifying the start of the game
100	gets a key input
101	scrolls the screen and prints the top half of the skier
102	prints the bottom half
110	if you were going left but press M, then it gives the turning sound and you turn
120	if you were going right but press Z then it gives the turning sound and you turn
125	this cancels out the joystick for speed. If you use the joystick get rid of this line
130-170	the joystick movement. The sound and movement is explained in lines 110 and 120
180	if you are going right, it moves you right
185	if you are going left, it moves you left
210	chooses a random location on the bottom line of the screen and puts the number in variable F
220	pokes a tree at F
230	the same as line 210
240	pokes a flag at F
250	checks to see if you hit a tree. If you have, it goes to crash routine at line 1000
260	checks to see if you hit a flag. if you have your score increases by five.
270	If V = 250, i.e. you have had 250 scrolls, you have finished and goes to line 200
280	same as line 250 but for the other ski
290	same as for 260 but for the other ski
400	increases V by one, for another scroll and goes to line 100 to repeat the whole process again
1000	is the sound of an explosion
1010	prints a BAD LUCK message on the screen
1015	adds the number of scrolls to the points you got from knocking flags to find your true score
1020	prints up your score
1025	waits
1030	goes to the Hi-Score Table at 5000
2000	clears the screen, sets the cursor to white and goes up and down the scale of the highest music voice
2010	prints up a congratulatory message on the screen
2020	same as line 1015
2030	prints up the score
2040	changes B to V, or the program will not be as good!!! A wait, followed by the game at line 100
5000	checks to see if your score is in the top eight. If it is, goes to Line 5020
5010	goes to line 6000
5020	asks for your name
5050	INPUTS your name
5040-5060	find out where in top eight you came
5070-5090	move the others out to make room for you
5100	puts your name and score in the top eight
6000	clears the screen and sets the cursor to white
6010	prints up HI-SCORE TABLE
6020	asks you to hit a key
6030	waits for you to hit a key
7100-7140	print up 8th in big blocks, 2 flags and the 8th highest score with his/her name and waits
7150-7190	7th with 3 flags
7200-7240	6th with a tree
7250-7290	5th with 2 trees
7300-7340	4th with a lightning bolt
7350-7390	3rd with WOL
7400-7440	2nd with 1 skier
7450-7490	1st with 2 skiers. It then waits twice the time and the game starts again.

```
5 PRINT"□]▒"
10 POKE36879,8:POKE36878,15:POKE36869,25
5:C=36876:B=36877
15 DIMHI$(10),HI(10)
20 FORT=1TO4:HI$(T)="RORY":NEXTT:FORT=4T
O10:HI$(T)="WOL":NEXT
30 FORT=1TO10:HI(T)=325-(25*T):NEXT
40 V=0
50 FORT=1TO10:POKEINT(RND(1)*506)+7680,1
0:NEXT
60 FORT=1TO15:POKEINT(RND(1)*506)+7680,9
:NEXT
70 A=7691:POKEA,1:POKEA+1,2:POKEA+22,3:P
OKEA+23,4
80 FORT=1TO3:FORW=1TO75:POKEC,200:NEXTW:
FORX=1TO75:POKEC,0:NEXTX,T
90 FORS=1TO150:POKEC,220:NEXTS:POKEC,0
99 PRINT"▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒"
+"▒▒▒▒"
100 GETA$
101 PRINT:POKEA-1,32:POKEA,Z+1:POKEA+1,Z
+2:POKEA+2,32
102 POKEA+21,32:POKEA+22,Z+3:POKEA+23,Z+
4:POKEA+24,32
110 IFZ=4ANDA$="Z"THENZ=0:FORT=1TO5:POKE
B,200:NEXT:POKEB,0
120 IFZ=0ANDA$="M"THENZ=4:FORT=1TO5:POKE
B,200:NEXT:POKEB,0
125 GOTO180
130 PA=37151:POKEPA,0:PB=PA+1:RB=PB+2
140 M=PEEK(PA):POKERB,127:N=PEEK(PB):POK
ERB,255
160 IFZ=4AND(MAND16)=0THENZ=0:FORT=1TO5:
POKEB,200:NEXT:POKEB,0
170 IFZ=0AND(NAND128)=0THENZ=4:FORT=1TO5
:POKEB,200:NEXT:POKEB,0
180 IFZ=4THENA=A+1:IFA>7700THENA=7700
185 IFZ=0THENA=A-1:IFA<7680THENA=7680
210 F=INT(RND(1)*22)+8163
220 POKEF,9
230 F=INT(RND(1)*22)+8163
240 POKEF,10
250 IFPEEK(A+44)=9THEN1000
260 IFPEEK(A+44)=10THENSC=SC+5
270 IFV=250THEN2000
280 IFPEEK(A+45)=9THEN1000
290 IFPEEK(A+45)=10THENSC=SC+5
400 V=V+1:GOTO100
1000 PRINT"□]▒":FORT=1TO500:POKEB,230:N
EXT:POKEB,0
1010 PRINT"▒▒BAD LUCK.YOU NEED TO  ▒I
MPROVE YOUR PARALLEL ▒TURN."
1015 SC=SC+V
1020 PRINT"▒▒▒YOU SCORED"SC
1025 FORT=1TO3000:NEXT
1030 GOTO5000
2000 PRINT"□]▒":FORT=128TO255:POKEC,T:N
EXT:FORT=255TO127STEP-1:POKEC,T:NEXT
2010 PRINT"▒WELL DONE,YOU SURVIVED▒NOW
 FOR RACE 2"
2020 SC=SC+V
2030 PRINT"▒▒YOU SCORE IS "SC
```

```
2040 B=0:FORT=0TO2000:NEXT:GOTO100
5000 IFSC>HI(8)THEN5020
5010 GOTO6000
5020 PRINT"▒YOU ARE IN THE TOP TEN▒PLE
ASE GIVE YOUR NAME"
5030 INPUT"▒";M$
5040 FORL=1TO8
5050 IFSC>HI(L)THENP=L:L=8
5060 NEXTL
5070 FORR=8TOP+1STEP-1
5080 HI(R)=HI(R+1):HI$(R)=HI$(R+1)
5090 NEXT
5100 HI(P)=SC:HI$(P)=M$
6000 PRINT"□]▒"
6010 PRINT"▒    HI-SCORE TABLE"
6020 PRINT"▒▒▒▒▒▒      HIT ANY KEY"
6030 POKE198,0:WAIT198,1
7100 PRINT"□]@@ ▒TH▀                    @
 @                  @@@"
7110 PRINT"@ @                      @@@"
7120 PRINT"▒▒▒JJ  ▒"HI(8);HI$(8)
7140 FORT=1TO2000:NEXT
7150 PRINT"□]@@ ▒TH▀
 @                   @"
7160 PRINT"  @                      @"
7170 PRINT"▒▒▒JJJ  ▒"HI(7);HI$(7)
7190 FORT=1TO2000:NEXT
7200 PRINT"□]@@ ▒TH▀                    @
                    @@@"
7210 PRINT"@ @                      @@@"
7220 PRINT"▒▒▒I  ▒"HI(6);HI$(6)
7240 FORT=1TO2000:NEXT
7250 PRINT"□]@@ ▒TH▀                    @
                    @@@"
7260 PRINT"  @                      @@@"
7270 PRINT"▒▒▒II  ▒"HI(5);HI$(5)
7290 FORT=1TO2000:NEXT
7300 PRINT"□] @ ▒TH▀                    @
@@                    @"
7310 PRINT"  @                      @"
7320 PRINT"▒▒M▒▒▒N  ▒"HI(4);HI$(4)
7340 FORT=1TO2000:NEXT
7350 PRINT"□]@@ ▒RD▀
 @                  @@@"
7360 PRINT"  @                      @@@"
7370 PRINT"▒▒K▒▒▒L  ▒"HI(3);HI$(3)
7390 FORT=1TO2000:NEXT
7400 PRINT"□]@@ ▒ND▀
 @                  @@@"
7410 PRINT"@                        @@@"
7420 PRINT"▒▒EF▒▒▒▒GH  ▒"HI(2);HI$(2)
7440 FORT=1TO2000:NEXT
7450 PRINT"□] ▒ST▀                      @
                    @"
7460 PRINT"@                        @"
7470 PRINT"▒▒ABEF▒▒▒▒▒▒▒CDGH  ▒"HI(1)
;HI$(1)
7490 FORT=1TO4000:NEXT:RESTORE:PRINT"□]"
:POKE36869,255:GOTO40

READY.
```

This game for the Vic puts together all the work we have covered in the series. It shows just how far we've come, from moving a ball left and right to a full scale arcade game, with good presentation. It demonstrates how to put together all items essential for an arcade game and how to get a little screen, UDGs, instructions and a game with a unique hi-score table into a 3.5k Vic 20.

From now on I shall be dealing with all the other computers in turn, using them to the best of their ability. Goodbye and good programming.

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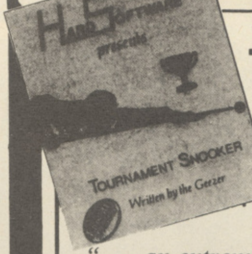

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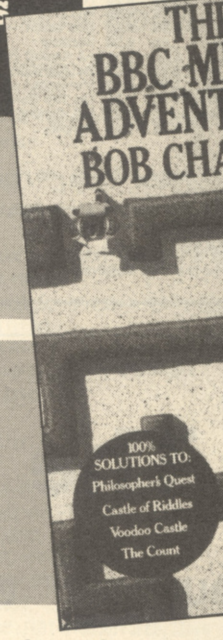
BETWEEN THE COVERS

Jane Naylor presents her selection of this month's games books.



Bob Chappell is a familiar name to avid readers of games reviews. He writes for several magazines and has been playing games for a long time. This book shows it and could prove invaluable to devoted followers of the four popular games for the BBC Micro featured here: Philosophers Quest, Castle of Riddles, Voodoo Castle and The Count.

The idea is that the book comes to your aid at vital moments when you are absolutely stuck in a South Corridor, a Torture Chamber or a Coffin. As a last resort it will get you out and provide a solution to that particular dilemma but without going any further, leaving you to carry on enjoying the game without everything having been given away.

At the beginning of each game there is a contents list of problems. So if, for example, you are stuck at the Pool of Ink in "Philosopher's Quest", you find out that it is problem 40, look it up and battle on. Actually, I think the solutions would have been easier to find if page numbers had been given instead of just a running number.

Some of the descriptions make such fascinating reading that even if you don't have all four games featured, I bet you'll end up wanting them.

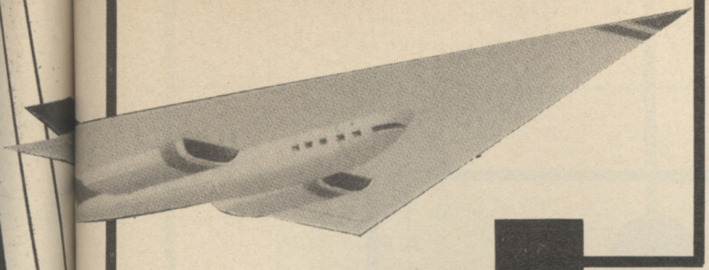
At the end of the book are four maps, one for each game, to help you further in your quests. It's a bit boring to look at: the problems themselves are so varied and amusing that surely a few accompanying illustrations could have been added.

The book strikes a fine balance between helping you out a bit and giving it all away. It's great fun to read and I'd love to give away some of the best secrets — but I won't. At £3.95 it's not too expensive for four games, so start saving up your pocket money.

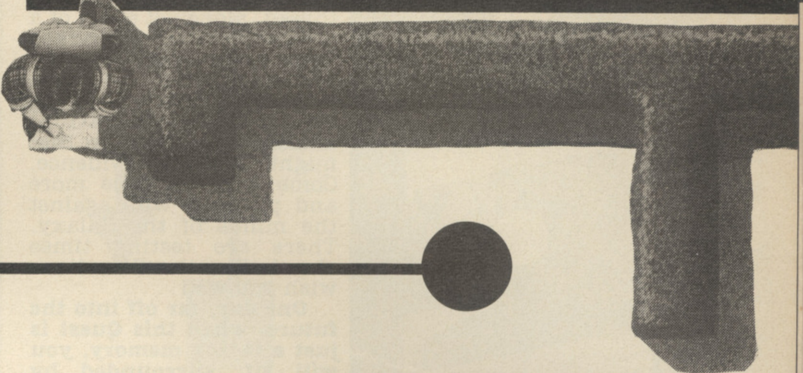
We've had quite a good batch of books in for review this month and I'm going to kick off with something that's a bit different. The sub-title of "Programming the real world" is "How to make your programs look realistic" and that is exactly what it sets out to do, in a very challenging way.

The author is an expert in cybernetics (wot?) and says that his aim is to teach you how to write programs that are closer to life than most existing games. For example, when a ball is bounced, it doesn't keep bouncing up the same height forever as it does in many games, in fact it loses height with each bounce until eventually it just rolls away. Reproducing this real effect is not easy and this is certainly not a book for beginners, but it could make games programming a whole lot more stimulating if you are getting a bit bored with the same old routines.

There are four main sections: ball games, flight simulators and two on space travel. In each section the physical laws affecting certain effects are explained, such as the effects of weight, thrust, drag and buoyancy in aerodynamics. The author then explains how to achieve the effects in programming.



BOOKS



AMSTRAD
GAMES BOOK
CPC464 & CPC664
M
Kevin Bergin
& Andrew Lacey

If it sounds fairly heavy stuff — it is. You need to have at least O-level maths and a sound understanding of trigonometry. But it is quite readable and there are plenty of clear diagrams to help explain things. It's not right that all books should be aimed at the beginner and this is one that advanced programmers are likely to welcome. Certainly it will give new zest to your games writing and will probably make your friends green with envy.

At £9.95 I think it's a bit pricey. But there's a lot in it, it's well produced, challenging and absorbing. In fact it's a book that teachers should take a look at: it could make physics lessons a whole lot more interesting.

Yes, it's another book of Amstrad games! You Amstrad freaks are really getting spoilt, but this book has alot to recommend it, so I felt it would be a shame to overlook it.

The outstanding thing about this games book is the great lengths to which the publishers seem to have gone in order to make typing in the listings as easy as possible. Listings books are often very unsatisfactory for the poor soul who shells out for them: the listings can be never-ending and difficult to read, the descriptions (if any are provided) can be so brief that they are next to useless, and it is easy to end up totally lost in a sea of GOTOs and GOSUBs, knowing you have gone wrong somewhere but with no idea where. This book sets many of these problems to reset and should be cheered for it.

Firstly, there is a useful introduction providing hints on the pitfalls of typing in programs. There is a list given of the characters that cause the most confusion, such as 1 and I, O and 0 and so on. It might be very simple, but anyone who is regularly confusing the two when keying in doesn't stand a chance and they actually do often look very similar in dot matrix printout. (Quick plea here for more listings typeset properly from disk: the technology is here, why isn't it being used?)

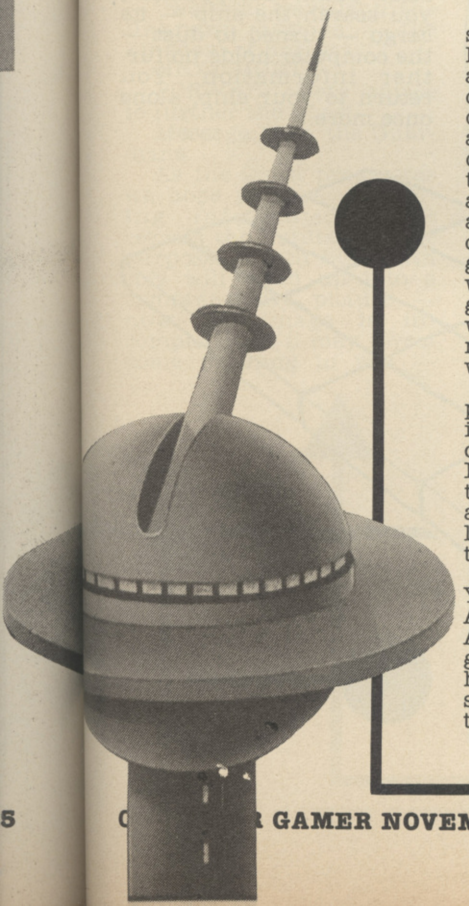
Secondly, there is a very helpful "Chexsum" program provided. You key it in and save it to cassette or disk, then use it to check that each line of your game has been keyed in correctly. Any errors will be picked up and the exact line identified, which will be a great boon to the fingersore keyboarder.

There are 30 games in the book, which is quite good value for money at £6.95. Each one comes with a screen shot so you can see what sort of effect you are aiming at, and a classification so you can easily choose, say, a graphics program, an educational one, or whatever you like. There is the usual description of what lines do, and, which is more unusual, a list of the variables used. Then the program is listed, helpfully broken up into small chucks with a descriptive heading for each section. It has to be a lot more difficult to make mistakes if you are only keying in 10 or 12 lines at a time and checking them as you go. It also makes the logic of the program far easier to follow than if it were just presented in a solid, undigestible lump of several pages of printout.

Of course, no book is perfect and I do have a few criticisms. The main one is that the listings are a bit faint and could really do with being a lot darker and clearer. Also, the editing seems to have been a bit rushed: there are a few typos in the text and even the spelling "prograamme" used from time to time. Small things, but they always make me feel slightly uneasy about overall accuracy if they have got by.

The programs represent a good selection of different types — ranging from arcade games, simulations, adventure games, educational and strategy games. They are all of a good length for keying in (a few pages each) but this probably also means that they are quite simple and not particularly ambitious. Suggestions are often provided to help you make the game easier or harder as you want.

I like this book. It's well laid out, easy to follow and very helpful — absolutely ideal for Amstrad beginners. Put it on your Christmas present list.



P·U·Z·Z·L·E·S

Welcome, once again, to our weary band of travellers in space and time, drawn together by a common thread, alone yet apart of a greater whole, embarked upon a year-long Quest. For four months now you have journeyed with us, facing trials and tribulation, amassing information that might just be evidence. Come with us once more and pit your wits against the minds of the Galaxy. There are testing times ahead. We, the Guardians wish you well.....

One day, far off into the future, when this Quest is just a fading memory, you will sit, surrounded by your many grandchildren, eager for tales. "What", one will ask, "was the hardest task of all to overcome?" And you will pause and think, the memories flooding through and overwhelming you; trials and tests; friend and foe. "Nothing was exactly easy", you will venture slowly, "but yes, of all the trials I faced none could match the Passage of Stones." You will stop, all eyes upon you expectantly.

"Friends of mine, fellow seekers on the Quest, were lost forever here. I survived. It was pure chance that saw me through. The Passage of Stones was the pathway to the Halls of Ruarky, where sinister twins dwelt, controlling the Tollway through which all travellers must pass. The only payment they demanded....your life.

"Like my companions before me I was brought to a door. 'Through this passage you must travel, many riddles to unravel. From stone to stone you choose, and tread. One false step...and you are dead'. Before me was a long dark passage of flagstones, laid in fours. Each inscribed with words or numbers. In the first two rows one stone had given way, revealing an abyss, where my friends had chosen unwisely and fallen into oblivion. I stepped carefully up to the start, and was confronted with this....

ICELAND	AUSTRALIA	ENGLAND	CRETE
RED	ORANGE	BROWN	YELLOW
PICASSO	GIOTTO	MICHEL-ANGELO	LEONARDO
7	9	11	13
THEODEN	▨	HOMILY	GLOIN
λ	Л	μ	▨

I could only surmise that in each group there was one odd one. This alone was safe to step on. All others gave way instantly."

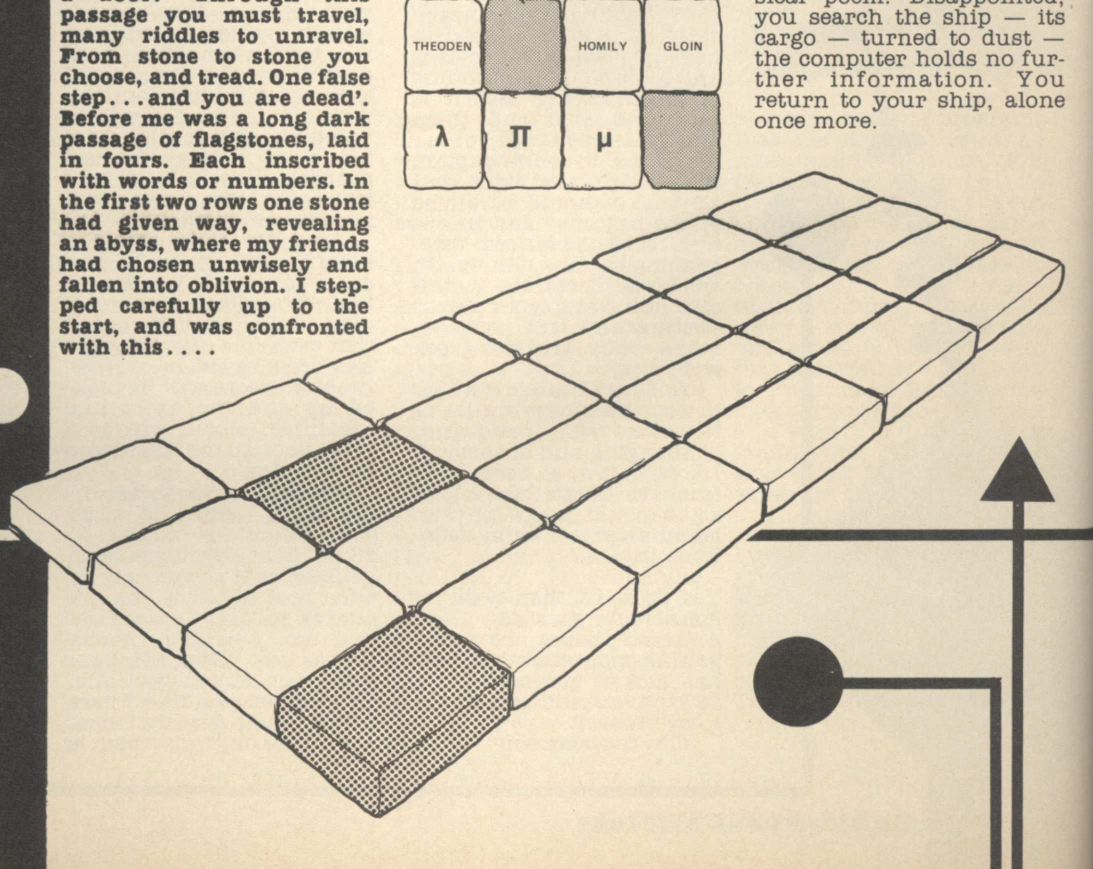
Can you trace your way through the Passage of Stones?

Never in the annals of time had the twins of Ruarky been defeated. In their wrath they rained curses upon you, but you escaped and boarded your ship once more. Destination? Anywhere, as long as it's far away.

You drift on, enjoying vistas undreamt of, lost in reverie and awe — deep in space there are always sights and surprises.

Suddenly a tiny dot appears on your screen — a faint trace of distress signal is picked up. You approach, and warily dock your craft. You board. At the control you find, long dead, a lone star pilot. It is clear from his log that he has been dead for more than 70 years, and yet he is perfectly preserved.

Idly wondering at the cause of his demise you finger his keyboard — you type in HELP — it cannot matter. A message appears on the screen — his epitaph? A crazed nonsensical poem. Disappointed, you search the ship — its cargo — turned to dust — the computer holds no further information. You return to your ship, alone once more.



The Dead Pilot's Poem

WAS I
RIGHT
OR WAS I
WRONG? SUCH
QUESTIONS
ARE OUT OF
MY TERRITORY
ANSWERS? THOSE ARE
FOR FOOLS!
INSTINCT!
STRONG AND
INDELIBLE
STEADY AND
TRUE
FOR
ALL TIME

Back at the controls you set a new course — deeper into space. But it becomes clear that the ship is not responding. It has a mind of its own today. New coordinates are set which cannot be overwritten. You are heading now at maximum rate for uncharted regions. But this is not new...in time you grow used to the vagaries of space travel. Time perhaps now to pit your wits against your own onboard computer — keep your mind sharp. Watch as the computer begins a RANDOM SEARCH?

All good things come to an end. The screen goes blank — then a message appears — ''welcome traveller to the Unknown Regions — the kingdom of Borrgot.''

NEXT MONTH

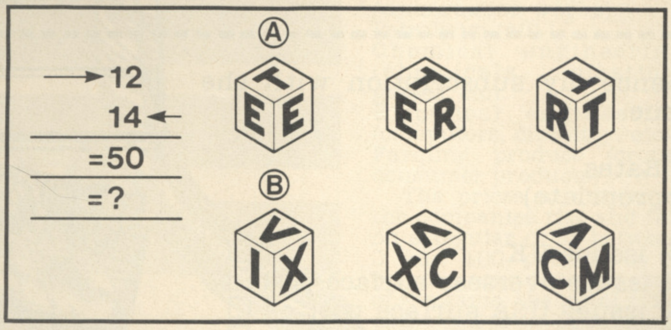
BORRGOT offers advice to further the Quest.

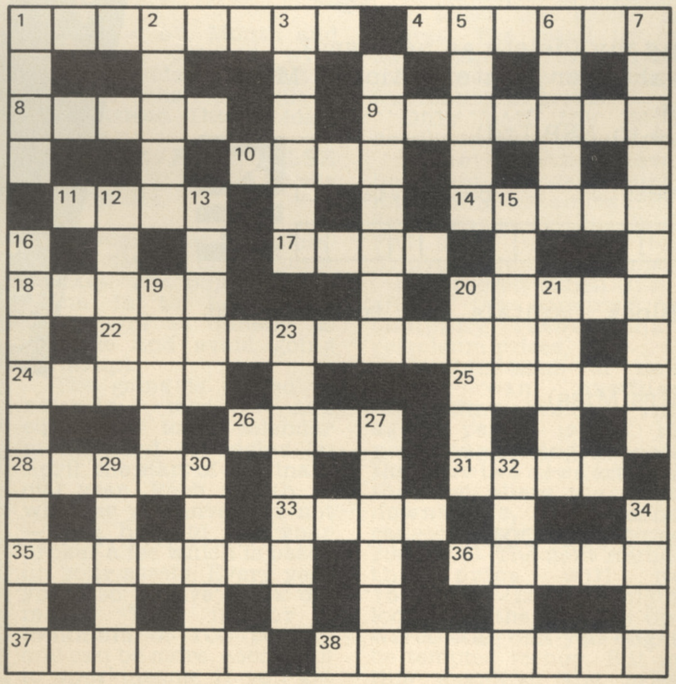
Message from the Guardians

As the Quest progresses we hope you are uncovering information that reveals the nature of your purpose. Month by month this will build up into a comprehensive picture — now the image is incomplete. Yet it may reveal some meaning to you — you may even now be sorting wheat from chaff. We invite you to send us your ideas. We make no promises — we cannot tell you if you are right or wrong. But we will store your letters, and use them when the Quest is resolved. It may be that the traveller who stumbled first upon the many keys strewn along the path will gain an advantage. We may even choose to include your letters in future bulletins — but whether it helps or confuses we may not yet say. At any rate, write to the Guardians and tell us what you have uncovered.

Write to: The Guardians/Computer Gamer.

All letters will be stored and used towards the eventual answer.





CLUES ACROSS

1: Anti-expedition was Norman, long ago
4: Body height having no right to monumental construction
8: Small seed, smallest weight
9: Enliven a team in conflict......
10: ....at opponent's venue
11: Rave, raving, but telling the truth
14: Mix religion and hop to it
17: Ceremony sounds ok
18: Politician in great shape to make court plea
20: Vegetable worth its weight in gold?
22: An ally in American war
24: Wanting a birdless Wednesday...frustrated
25: And to Muriel I leave a little monkey.... but.....
26: Quiet dwarf gets the money
28: Bury at N17
31: Food in the house at Sevenoaks
33: Can do ...like a sailor
35: I go and call; with good reason
36: Traced to the Foreign Office going underground
37: Come back with that profit!
38: Are Cruft's to break up?

CLUES DOWN

1: Included in the legacy about zoo's equipment
2: Get out East — exactly!
3: Exhibitor in the rain
5: Possibly had a go at the Old Bailey
6: Mark II?
7: Might have been Sherlock Holmes' old school
12: Love in the grip of a singer
13: Ray in trouble saving for such a day
15: An opening to Chalcedony
16: Anodyne could hurt the assassin
19: Bungle, and go to bed in confusion
20: Sounds like the unkindest cut of all when a cow gives birth
21: Send money for backward egg boiling aid
22: See (CB) and seer
27: Fag-end, trifle spoilt
29: Miserly drunk
30: Come round again about a dog.....
32: .....concerning a scrap
34: Advantage of this side of the puzzle

S·U·B·S·C·R·I·P·T·I·O·N·S

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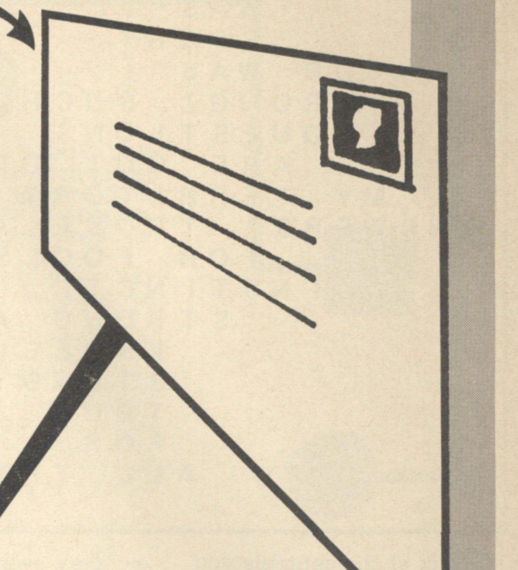

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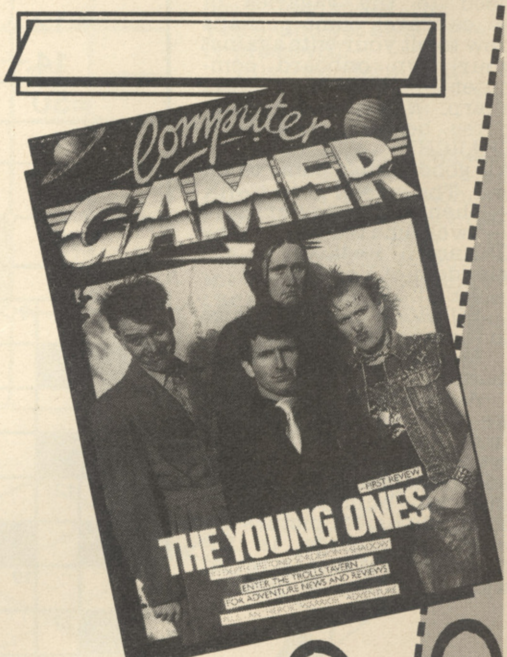


Please Use Block Capitals and include post code

NAME (Mr/Mrs/Miss)..
ADDRESS..
....
.... POST CODE..
SIGNATURE..
DATE..

AMSTRAD

DEALER

By David Muir

The program is full of REM statements to make it simple to follow. Also meaningful variable names have been used throughout.

The program is menu driven and requires a lot of player input. This means it has to be fairly comprehensively error trapped.

The 3D bar charts are set up as strings ready to print. The strings contain the varying paper/pen colours as well as the graphics.

Defined function give (FNa) the player's total assets and (FNb) where to print a bar chart.

Line 620 shows a way of handling words that might be singular or plural: plur$(0) = '''' and plur$(1) = ‘‘s’’. Month and Year are printed with plur$(1) added unless it is singular when plur$(0) is used instead. This avoids a messy IF/ELSE/ELSE/ELSE statement to handle all the possibilities.

The program is a simulation of dealing on the stock market. The object if the game is to become a millionaire as quickly as possible and avoid going bankrupt.

The game is played in rounds which are equivalent to a calendar month and it begins in April, the start of the financial year. Each month — whether you invest or not — you have to pay your broker a fee which is based on your assets. Every year you also receive a tax demand. This is for a minimum of 100 pounds and can be more, according to your means. If you get into debt then you will be forced to sell shares. If, at any time, you can't raise the cash to pay off your debts, then you are declared bankrupt, and you lose.

You start with 100 pounds (but your broker immediately takes some) and can buy and sell shares in any of 5 British companies:

Mechanical engineering (construction works)
Petroleum (oil)
Chemical engineering (chemicals, plastics, gasses, etc)
Electrical engineering (computers, circuitry, etc)
Farming produce (crops, consumer products)

The prices of shares in the companies rise and fall on a regular cycle between 0 and 100 pounds by 5 points a round. At the start of the game, the inital price and trend is set at random.

However, world news can affect the prices in shares. The trend up or down can be reversed by news or cause a temporary fluctuation in prices.

Only half the news headlines affect the shares.

Some of the news headlines are deliberately misleading or ambiguous. For instance, ‘‘EURO CROP FAILURE’ is good for British farming companies. ‘‘OIL RIGS ON SCHEDULE’’ affects the construction company rather than petroleum prices.

Combinations of new items can produce misleading results. Imagine petrol is on 15 pounds and rising. Suppose there are two news articles: the first alters the trend downwards, the second causes a temporary price rise of 10. The next round, the price will be 15 + 10 – 5 = 20. It might look as if the trend is upwards still, and you might be tempted to buy. But in this example, the price would drop back down to 15 next round (if nothing new happened to petrol) and you would lose!

The biggest ‘‘killings’’ can be made by buying shares when they are low but rising. (You are not permitted to buy a share valued at 0 pounds!) For instance, buy a share at 5 pounds, sell at 10 next round and you've doubled your investment. But there is the danger of the unexpected happening and the share dropping to 0. If this happens, you lose your invested money entirely. Higher priced shares are safer, because they are not likely to drop to 0 in one round, but the profits from them may not be enough to pay your debts.

Each round consists of the following:-

1. Bar charts showing present share prices for the five companies plus sound to indicate if your investments have risen or fallen.
2. Early news headline.
3. (Forced to sell shares if in debt)
4. You are shown your assets, current share prices, shares you own, and you have the opportunity to buy and sell shares
5. Late news headlines which also affect the shares, but after all trading has finished.

At each stage of each round you are prompted to press a hey or input a number. Illegal entries are ignored.

```
10 REM DEALER - by David Muir
20 REM SET UP
30 GOSUB 900:GOTO 60
40 REM PLAYER INPUT
50 PRINT "PRESS ANY KEY TO CONTINUE":WHI
LE INKEY$="":WEND:RETURN
60 SYMBOL AFTER 249
70 SYMBOL 255,3,7,14,28,56,112,255,255:S
YMBOL 254,255,255,0,0,0,0,255,255:SYMBOL
 253,255,255,15,31,59,115,227,195:SYMBOL
 252,192,192
,192,192,192,192,192,192:SYMBOL 251,195,
195,195,195,195,195,195,195
80 SYMBOL 250,0,0,0,0,4,12,28,60:SYMBOL
249,252,248,240,224,192,128
90 block$=CHR$(14)+CHR$(2)+CHR$(252)+CHR
$(32)+CHR$(14)+CHR$(3)+CHR$(251)+CHR$(14
)+CHR$(0)
100 top$=CHR$(14)+CHR$(2)+CHR$(255)+CHR$
(254)+CHR$(253)+STRING$(3,8)+CHR$(22)+CH
R$(1)+CHR$(15)+CHR$(0)+CHR$(249)+CHR$(32
)+CHR$(15)+C
HR$(3)+CHR$(250)+CHR$(15)+CHR$(1)+CHR$(2
2)+CHR$(0)
110 top$=SPACE$(3)+STRING$(3,8)+CHR$(10)
+top$+STRING$(3,8)+CHR$(10)+block$
120 DIM cycle(4),last(4),way(4),month$(1
1),share$(4),sharenum(4),flash$(39),fl(5
),pape$(5),plur$(1)
130 RESTORE 1030:FOR i=0 TO 11:READ mont
h$(i):NEXT:FOR i=0 TO 4:READ share$(i):c
ycle(i)=20+5*INT(12*RND):last(i)=cycle(i
):way(i)=INT
(RND*2)*2-1:NEXT:FOR i=0 TO 2:READ pape$
(i):pape$(i+3)=pape$(i):NEXT:FOR i=0 TO
39:READ flash$(i):NEXT
140 DEF FNa=cash+cycle(0)*sharenum(0)+cy
cle(1)*sharenum(1)+cycle(2)*sharenum(2)+
cycle(3)*sharenum(3)+cycle(4)*sharenum(4
)
150 DEF FNb=14+(50-cycle(k))/5
160 ENT 1,5,-80,4,5,80,4:ENT 2,1,0,20,1,
-127,20:mon=-1:go=0:cash=100
170 REM PLAY
180 IF cash>1000000 THEN MODE 0:PRINT "C
ONGRATULATIONS!":PRINT:PRINT "THEY SAY":
PRINT "THE FIRST MILLION":PRINT "IS THE
HARDEST":GOT
O 610
190 mon=mon+1+12*(mon=11):go=go+1
200 FOR i=0 TO 4:IF cycle(i)>=100 THEN c
ycle(i)=100:way(i)=-1
210 IF cycle(i)<=0 THEN cycle(i)=0:way(i
)=1
220 cycle(i)=(cycle(i)+5*way(i)):NEXT:CL
S
230 check=cash:FOR i=0 TO 4:check=check+
cycle(i)*sharenum(i):NEXT:IF check<5 THE
N MODE 0:PRINT "YOU'RE BROKE!":GOTO 610
240 GOSUB 260:GOSUB 380:GOSUB 510:GOSUB
440:GOSUB 410:GOTO 180
250 REM BAR CHART
260 IF mon=0 THEN IF go>1 THEN MODE 0:PR
INT " ANNUAL TAX DEMAND!":PRINT:GOSUB 50
:cash=cash-50-INT(FNA/25):MODE 1
270 MODE 1:INK 0,0:INK 1,24:INK 2,11:INK
 3,21:PAPER 0:PEN 1
280 LOCATE 1,4:FOR i=100 TO 0 STEP -5:PR
INT i:NEXT
290 FOR i=6 TO 34 STEP 7:k=(i-6)/7
300 FOR j=25 TO FNb STEP -1:LOCATE i,j:
PRINT USING "&";block$;:NEXT
310 LOCATE i,FNb-1:PRINT USING "&";top$;
:LOCATE i,25:PAPER 1:PEN 0:price$=STR$(c
ycle(k)):price$=RIGHT$(price$,LEN(price$
)-1):PRINT p
rice$;:PAPER 0:PEN 1:LOCATE i,FNb-1:PRIN
T share$(k);
320 IF sharenum(k)>0 THEN IF last(k)>cyc
le(k) THEN SOUND 3,600,40,4,0,1 ELSE IF
last(k)<cycle(k) THEN SOUND 3,200,40,4,0
,2
330 IF cycle(k)=0 THEN sharenum(k)=0
340 last(k)=cycle(k):NEXT:LOCATE 1,1:PRI
NT month$(mon);"   ROUND";go
350 IF FNA>10000 THEN cash=cash-INT(FNa/
15) ELSE IF FNA>1000 THEN cash=cash-INT(
FNa/20) ELSE IF FNA>100 THEN cash=cash-I
NT(FNa/25) E
LSE IF FNA>50 THEN cash=cash-INT(FNa/30)
 ELSE cash=cash-1
360 LOCATE 25,1:PRINT "CASH:";cash:PEN 2
:GOSUB 50:PEN 1:RETURN
370 REM EARLY HEADLINES
380 RANDOMIZE (TIME):FOR i=0 TO 5:fl(i)=
INT(RND*40):NEXT:MODE 1:INK 0,24:INK 1,0
:INK 2,7:INK 3,21,15:PRINT:PEN 3:PRINT "
EARLY EDITIO
NS":PRINT
390 PEN 1:FOR i=0 TO 2:PRINT "DAILY ";pa
pe$(i);" HEADLINE":PRINT:PRINT:PEN 2:PRI
NT "  ";flash$(fl(i)):PRINT:PRINT:PRINT:
PEN 1:NEXT:G
OSUB 50:RETURN
390 PEN 1:FOR i=0 TO 2:PRINT "DAILY ";pa
pe$(i);" HEADLINE":RRINT:PRINT:PEN 2:PRI
NT "  ";flash$(fl(i)):PRINT:PRINT:PRINT:
PEN 1:NEXT:G
OSUB 50:RETURN
400 REM LATE HEADLINES
410 MODE 1:INK 0,24:INK 1,0:INK 2,7:INK
3,21,15
420 CLS:PRINT:PEN 3:PRINT "LATE NEWS":PR
INT:PEN 1:FOR i=3 TO 5:PRINT "DAILY ";pa
pe$(i);" STOP PRESS":PRINT:PRINT:PEN 2:P
RINT "  ";fl
ash$(fl(i)):PRINT:PRINT:PRINT:PEN 1:NEXT
:GOSUB 50:RETURN
430 REM HEADLINE EFFECTS
440 FOR i=0 TO 5:num=fl(i):IF num<20 THE
N 490
450 IF num<25 THEN num=num-20:way(num)=1
+2*(cycle(num)=100):GOTO 490
460 IF num<30 THEN num=num-25:way(num)=-
1-2*(cycle(num)=0):GOTO 490
470 IF num<35 THEN num=num-30:cycle(num)
=cycle(num)+20:cycle(num)=cycle(num)+(cy
cle(num)-100)*(cycle(num)>100):GOTO 490
480 num=num-35:cycle(num)=cycle(num)-20:
cycle(num)=cycle(num)-(cycle(num))*(cycl
e(num)<0)
490 NEXT:RETURN
500 REM TRADE
510 IF cash<0 AND FNA<10 THEN CLS:MODE 0
:PRINT "YOU'RE BANKRUPT!":GOTO 610
520 IF cash<0 THEN MODE 0:PRINT "  YOU'R
E OVERDRAWN":PRINT "   AND MUST SELL!":P
RINT:PRINT:GOSUB 50:MODE 1:GOSUB 790:GOT
O 510
530 MODE 1:INK 0,1:INK 1,26:INK 2,20:INK
 3,16:PEN 1:PRINT "YOUR ASSETS":PRINT:PE
N 3:PRINT "CASH:";cash:PRINT
540 PRINT:PEN 1:PRINT "SHARE        PRICE
    NUMBER    TOTAL    ":PRINT
550 FOR i=0 TO 4:PEN 1:LOCATE 1,10+2*i:P
RINT share$(i);:LOCATE 13,10+2*i:PEN 2:P
RINT cycle(i);:LOCATE 22,10+2*i:PRINT sh
arenum(i);:L
OCATE 32,10+2*i:PRINT cycle(i)*sharenum(
i):NEXT
560 PRINT:PEN 3:PRINT "(B)UY OR (S)ELL ?
  - OR (C)ONTINUE"
570 q$=INKEY$:IF q$="" THEN 570 ELSE IF
cash>=1000000 THEN RETURN ELSE q$=UPPER$
(q$)
580 IF q$="C" THEN RETURN ELSE IF q$="B"
 THEN GOSUB 660:GOTO 530
590 IF q$<>"S" THEN 570 ELSE GOSUB 790:G
OTO 530
600 REM ANOTHER GAME OPTION
610 plur$(0)="":plur$(1)="S":year=INT(go
/12):month=go-12*year:IF cash>100 THEN P
RINT "IT TOOK YOU" ELSE PRINT "YOU LASTE
D"
```

```
620 PRINT year;"YEAR";plur$(1+(year=1)):
PRINT month;"MONTH";plur$(1+(month=1))
630 PRINT:PRINT:PRINT "ANOTHER GO? (Y/N)
"
640 q$=INKEY$:IF q$="" THEN 640 ELSE q$=
UPPER$(q$):IF q$="N" THEN END ELSE IF q$
<>"Y" THEN 640 ELSE RUN 60
650 REM BUY
660 CLS:INK 0,4:PEN 1:PRINT "COMMODITY?"
:PRINT:PRINT:PEN 3:PRINT "M - MECH.ENG":
PRINT:PRINT "P - PETROL IND.":PRINT:PRIN
T "C - CHEM.
IND":PRINT:PRINT "E - ELECT.COM":PRINT:P
RINT "F - FARMING PRO":PEN 2:PRINT:PRINT
:PRINT "(SPACE BAR) TO CONTINUE"
670 FOR i=4 TO 12 STEP 2:LOCATE 18,i:PRI
NT "(";cycle((i-4)/2);")":NEXT:PRINT
680 PEN 1:PRINT:PRINT:PRINT:PRINT:PRINT:
PRINT "(PRESS LETTER KEY)"
690 q$=INKEY$:q$=UPPER$(q$):IF q$=" " TH
EN RETURN ELSE IF q$="M" THEN i=0 ELSE I
F q$="P" THEN i=1 ELSE IF q$="C" THEN i=
2 ELSE IF q$
="E" THEN i=3 ELSE IF q$="F" THEN i=4 EL
SE 690
700 IF cycle(i)=0 OR cash<cycle(i) THEN
RETURN
710 CLS:PEN 1:PRINT "YOUR ASSETS":PEN 2:
PRINT:PRINT "CASH:";cash:PRINT
720 PRINT:PEN 3:PRINT "SHARE        PRICE
    NUMBER    TOTAL    ":PRINT
730 LOCATE 1,10:PRINT share$(i);:LOCATE
13,10:PEN 1:PRINT cycle(i);:LOCATE 22,10
:PRINT sharenum(i);:LOCATE 32,10:PRINT c
ycle(i)*shar
enum(i)
740 PRINT:PRINT:PEN 1:INPUT "NUMBER TO B
UY?";q$
750 k=0:FOR j=1 TO LEN(q$):IF MID$(q$,j,
1)>"9" OR MID$(q$,j,1)<"0" THEN k=-1
760 NEXT:IF k THEN 710 ELSE k=VAL(q$):IF
 k*cycle(i)>cash THEN 710 ELSE cash=cash
-(k*cycle(i)):sharenum(i)=sharenum(i)+k
770 RETURN
780 REM SELL
790 FOR i=0 TO 4:IF sharenum(i)=0 THEN 8
80
800 CLS:INK 0,3:INK 1,26:INK 2,20:INK 3,
14:PEN 1:PRINT "YOUR ASSETS":PRINT:PEN 2
:PRINT "CASH:";cash:PRINT
810 PRINT:PEN 1:PRINT
     "SHARE        PRICE     NUMBER     TOT
AL    ":PRINT
820 LOCATE 1,12:PEN 3:PRINT share$(i);:L
OCATE 13,12:PEN 2:PRINT cycle(i);:LOCATE
 22,12:PRINT sharenum(i);:LOCATE 32,12:P
RINT cycle(i
)*sharenum(i)
830 PRINT:PEN 1:PRINT "SELL ? (Y/N)"
840 q$=INKEY$:IF UPPER$(q$)="N" THEN 880
 ELSE IF UPPER$(q$)<>"Y" THEN 840
850 PRINT:PRINT:PEN 1:INPUT "NUMBER TO S
ELL?";q$
860 k=0:FOR j=1 TO LEN(q$):IF MID$(q$,j,
1)>"9" OR MID$(q$,j,1)<"0" THEN k=-1
870 NEXT:IF k THEN 800 ELSE k=VAL(q$):IF
 k>sharenum(i) THEN 800 ELSE cash=cash+k
*cycle(i):sharenum(i)=sharenum(i)-k
880 NEXT:RETURN
890 REM TITLES
900 MODE 0:INK 0,1:INK 1,1:INK 2,1:INK 3
,1:INK 4,1:INK 5,1:BORDER 1:PAPER 0
910 LOCATE 1,3:RESTORE 1010:FOR i=1 TO 5
:FOR j=1 TO 20:READ q:PEN i:PRINT CHR$(q
);:NEXT:NEXT:FOR i=1 TO 5:INK i,30-i*4:N
EXT
920 PRINT:PRINT:PRINT:PRINT:PEN 2:PRINT
"  (INSTRUCTIONS ?)"
930 q$=INKEY$:IF q$="" THEN 930 ELSE q$=
UPPER$(q$):IF q$="N" THEN RETURN ELSE IF
 q$<>"Y" THEN 930
940 REM INSTRUCTIONS
950 MODE 1:BORDER 24:INK 1,1:INK 0,24:IN
K 2,6:INK 3,10:PEN 2:PRINT "INSTRUCTIONS
":PEN 1:PRINT:PRINT "IN THIS SIMULATION
YOU BUY & SE
LL SHARESIN 5 BRITISH COMPANIES.YOU'VE 1
00 POUNDSTO START & AIM FOR A MILLION TO
 WIN."
960 PRINT:PRINT "IT IS A MENU-DRIVEN,REA
L-TIME GAME. EACHROUND  YOU SEE BAR CHAR
TS OF THE SHARES.BASED ON YOUR  ASSETS,
A SUM IS DED
UCTEDTO PAY YOUR BROKER. YOU MUST SELL S
HARESIF YOU DON'T HAVE THE CASH. NEXT,YO
U SEE";
970 PRINT "THE NEWSPAPER HEADLINES,WHICH
 MAY AFFECTPRICES OR CURRENT TRENDS.  AF
TER THIS ISTHE TRADING PERIOD FOR BUYING
 & SELLING.L
ASTLY, YOU SEE THE LATE HEADLINES WHICHA
LSO AFFECT PRICES AND TRENDS."
980 PRINT:PEN 2:PRINT "THE COMPANIES ARE
:":PEN 3:PRINT "   MECHANICAL ENGINEERIN
G CO LTD":PRINT "   PETROLEUM INDUSTRIES
 LTD":PRINT
"   CHEMICAL INDUSTRIES LTD":PRINT "   E
LECTRICAL COMPONENTS LTD":PRINT "   FARM
 PRODUCE LTD"
990 GOSUB 50:RETURN
1000 REM DATA FOR TITLE, HEADLINES, ETC.
1010 DATA 143,143,215,32,143,143,32,214,
143,215,32,143,32,32,143,143,32,143,143,
215,143,32,143,32,143,32,32,143,32,143,3
2,143,32,32,
143,32,32,143,32,143,143,32,143,32,143,1
33,32,143,143,143,32,143,32,32,143,133,3
2,143,143,212
1020 DATA 143,32,143,32,143,32,32,143,32
,143,32,143,32,32,143,32,32,143,213,215,
143,143,212,32,143,143,32,143,32,143,32,
143,143,32,1
43,143,32,143,32,143
1030 DATA APRIL,MAY,JUNE,JULY,AUGUST,SEP
TEMBER,OCTOBER,NOVEMBER,DECEMBER,JANUARY
,FEBRUARY,MARCH,MECH.E,PETR.I,CHEM.I,ELE
C.C,FARM.P,G
LOBE,BUGLE,CLARION
1040 DATA EVEREST TEAM TURNS BACK,MENS T
ENNIS SENSATION,HEATWAVE CONTINUES,MORE
RAIN FORECAST,CRICKET LATEST SCORES,DEAT
H TOLL RISES
 IN EARTHQUAKE,EAST COAST FLOODS,RAIL CR
ASH IN NORTH,MORE JOB LOSSES,ROYAL TOUR
ANNOUNCED
1050 DATA PREMIER WELCOMES PRESIDENT,TER
RORIST BOMB THREAT,USSR-US TALKS RESUME,
STRIKE IN TENTH WEEK,MORE STRIKERS GO BA
CK,JOBS FOR
NORTH PROMISE,FREIGHTER CREW LIFEBOAT RE
SCUE,TOP FOOTBALL MANAGER BLAMES REF.,BA
NK RAID NETS MILLION,MP SPEAKS OUT
1060 DATA BRITAIN WINS NEW CONTRACT,NEW
NORTH SEA FIND,NEW PLASTIC A WINNER,BRIT
ISH CHIP PROTOTYPE,EURO CROP DISASTER,CR
ACKS BLAMED
FOR CRASHES,NORTH SEA YIELD SLUMP,POISON
 GAS LEAK LATEST,COMPUTER CHAIN COLLAPSE
S,SOUTHERN DROUGHT HITS CROPS
1070 DATA OIL PLATFORMS ON SCHEDULE,ARAB
 PIPELINE SABOTAGE,NEW PESTICIDE ANNOUNC
ED,FAR EAST BUY COMPUTERS,CONSUMERS BUY
BRITISH,BRIT
AIN LOSES MIDEAST ORDER,AMERICAN GULF WI
LDCAT,SCOTTISH FACTORY BLAZE,SHORT BLAME
D FOR FIRE,LIVESTOCK PEST SPREADS
```

HEADA

By Andrew Gordon

You, as a player, control Snuff, an animated sprite. It is your task to protect him from the various deadly attackers which swarm down to destroy him. Snuff, however, is a harmless little creature and his only means of protection is flight. The mindless cubes which sink down are easy to avoid, but they are accompanied by 'AG's (somewhat immodestly named) and killer snails, both of which follow Snuff, become almost impossible to avoid. As Snuff procedes through the waves of enemies his chances become slimmer: for the enemies become enlarged!. There is, happily, an exit he can take when his passage is completely blocked though it must be used sparingly as it is open only once per wave (and if you can survive without using it, you will be entitled to use the secret warp to the next wave whilst still collecting the points for the wave you have leaped).

Having let Snuff be killed, there will be a crash and he will cry OUCH! and, if you have scored sufficiently, you will be allowed to enter your name into the Hi-score. A title page and full instructions are included in the program though the secret warp is not mentioned, as this, I feel, would be better reserved for discovery and as the key to the Snuff elite.

Possible Alterations

If you wish to control the game from a joystick (Port 1) then change:

1160 DATA 173,1,220,41,4,208,32,173,248,7,9,2,73,1,141,248,7,206,208,206,,208

If you wish the game to be faster and more difficult then omit line 40.

If you wish the game to be faster and more easy change line 40 to:

40 SYS 49152

If you wish the game to be slower then enter:

45 FORC = OTO?:NEXTC

where the ? represents the amount of delay you wish.

Note: after 'RUN'ning the whole program it is only necessary to enter

(RUN 10

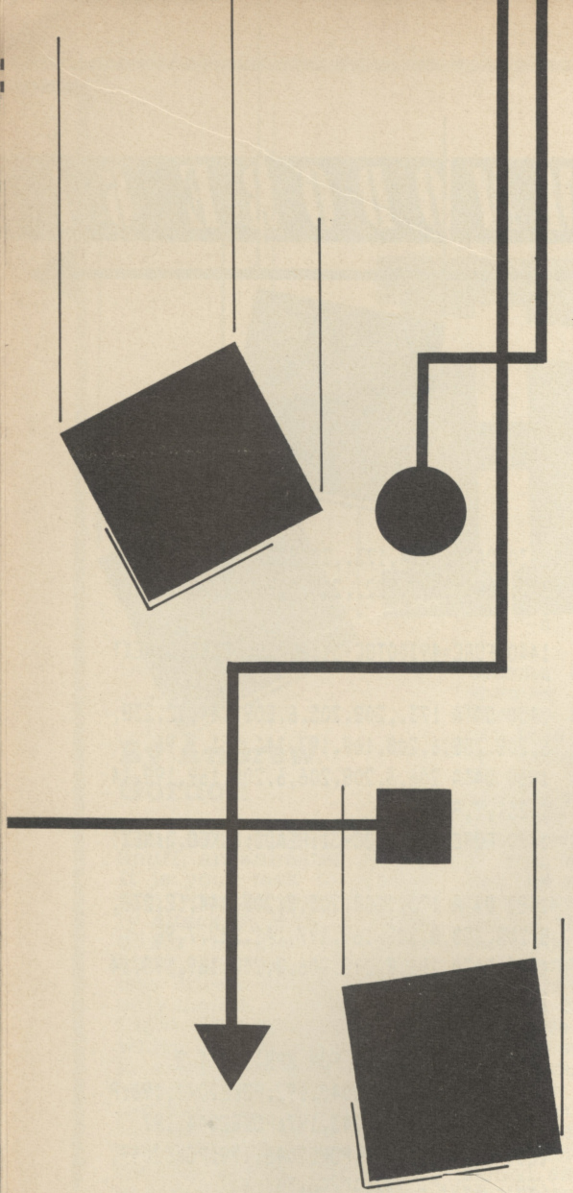
to restart the game after a BREAK, taking far less time.)

```
0 GOSUB1000:REM *HEADACHE*;  A.GORDON
5 :
10 S=1:W=1:L=0:GOSUB10000
20 FORT=0TO1STEP.001:IFPEEK(53278)AND1TH
ENGOSUB500
30 SYS49400:IFPEEK(53279)AND1THENGOSUB20
0
40 IFRND(1)>TTHENSYS49152
50 NEXT:W=W+1+E:IFW<9THENPOKEV+23,2^W-2
60 IFW>8ANDW<15THENPOKEV+29,2^(W-7)-2
70 GOSUB20010:G=1:GOTO20
198 :
199 REM * CRASH AGAINST GATE *
200 POKEV,249:IFS=0THENRETURN
210 M=0:POKEV+16,1:G=0
220 M=M+1:SYS49250:IFM=50THENPOKEV+16.0:
Z=PEEK(53279):RETURN
230 FORC=0TO10:NEXTC:GOTO220
498 :
499 REM << DEATH SEQ >>
500 PRINT"▒▛▀▀▀▜"CHR$(13):SPC(PEEK(V)/8
)"OUCH":POKES+4,129:FORC=0TO499:NEXTC
510 POKES+4,128:T=INT(T*1000)/1000:L=L+1
:IFL<3THENGOSUB20010:RETURN
520 POKEV+21,0:PRINT"▒▛▙▄YOU ARE ▒DEAD
"+CHR$(159)+" !":GETA$:IFA$<>""THEN520
530 PRINT"YOU SCORED "W+T-1" POINTS."
540 IFW+T-1>HITHENHI=W+T-1:PRINT"THIS IS
 THE HISCORE":INPUT"YOUR NAME";HI$
550 PRINT:PRINT:PRINT"THE HI-SCORE IS "H
I" BY "HI$
560 FORC=0TO399:NEXTC:PRINT:PRINT"PRESS
RETURN TO PLAY":PRINT"▮▮":INPUTA$:GOTO10
998 :
999 REM << DEF FUNCTIONS >>
1000 DEFFNA(X)=(XAND3)*64+(XAND12)*4+(XA
ND48)/4+(XAND192)/64
1010 DEFFNC(X)=(XAND1)*128+(XAND2)*32+(X
AND4)*8+(XAND8)*2+(XAND16)/2+(XAND32)/8
1020 DEFFNB(X)=FNC(X)+(XAND64)/32+(XAND1
28)/128
1030 :
1040 REM << DEF CHARACTERS >>
1050 FORC=0TO20:FORD=0TO2:READE:POKE1228
8+C*3+D.E:POKE12418+C*3-D,FNB(E):NEXTD,C
1060 DATA,,,7,224,,31,248,,63,226,,127,
94,,127,194,,255,217,96,255,249,240
1070 DATA255,255,248,255.255,248,255,255
,240,255,255.112,126,62,,127,128,
1080 DATA63,252,,31,248,,7,224,,1,128,,3
,192,,7,240,,3,224,
1090 FORC=0TO20:FORD=0TO2:READE:POKE1235
```

ACHE

```
2+C*3+D,E:POKE12482+C*3-D,FNB(E):NEXTD,C
1100 DATA,,,7,224,,31,248,,63,228,,127,2
18,,127,218,,255,193,112,255,227,248
1110 DATA255,255,248,255,255,240,255,255
,240,255,255,96,126,62,,127,128,
1120 DATA63,252,,31,248,,7,224,,3,124,,1
4,124,,15,184,,7,128,
1130 :
1140 REM * A TOUCH OF M/C(SNUFF CONT)*
1150 FORC=49152TOC+65:READD:POKEC,D:NEXT
C
1160 DATA173,1,220,41,2,208,32,173,248,7
,9,2,73,1,141,248,7,206,,208,206,,208
1170 DATA206,,208,173,,208,41,240,208,5,
169,20,141,,208,96
1180 DATA173,1,220,41,8,208,19,173,248,7
,41,253,73,1,141,248,7,238,,208,238,,208
1190 DATA238,,208,96
1200 :
1210 REM << DEF CHARACTERS >>
1220 FORC=12544TOC+62:READDT:POKEC,DT:NE
XTC
1230 DATA5,64,,21,80,,85,84,,84,84,,80,2
0,,80,150,128,82,150,160,85,86,160
1240 DATA85,84,160,85,84,,82,148,,82,148
,,82,148,,82,148,,2,128,160,2,128,160
1250 DATA 2,128,160,2,170,160,2,170,160,
,170,160,,,
1260 FORC=0TO20:FORD=0TO2:READE:POKE1260
8+3*C+D,E:POKE12674+3*C-D,FNA(E):NEXTD,C
1270 DATA192,,,208,,,112,,,61,,,55,,,31,
64,,13,192,,7,208,,15,112,,13,246,128
1280 DATA7,218,128,15,107,160,13,171,224
,6,169,224,10,169,224,170,170,160,170,17
0
1290 DATA 160,90,170,160,21,106,128,,85,
,,,
1300 :
1310 REM * MORE M/C(MOVE ALIENS DOWN)*
1320 FORC=49250TOC+9:READD:POKEC,D:NEXTC
1330 DATA162,14,254,1,208,202,202,208,24
9,96
1340 :
1350 REM << DEF CHARACTERS >>
1360 FORC=12736TOC+62:READD:POKEC,D:NEXT
C
1370 DATA,48,,252,,3,255,,15,255,192,63
,255,240,255,255,252,127,255,248,95,255
1380 DATA232,87,255,168,85,254,168,85,12
2,168,85,90,168,85,90,168,85,90,168
1390 DATA85,90,168,85,90,168,21,90,160,5
,90,128,1,90,,,88,,,16,
1400 :
1410 REM * M/C(FOLLOWER CONT)*
1420 FORC=49260TOC+22:READD:POKEC,D:NEXT
C
1430 DATA162,4,173,,208,221,,208,144,3,2
54,,208,176,3,222,,208,202,202,208,239,9
6
1440 FORC=49300TOC+31:READD:POKEC,D:NEXT
C
1450 DATA 173,,208,205,6,208,144,12,238,
6,208,238,6,208,169,197,141,251,7,96
1460 DATA 206,6,208,206,6,208,169,198,14
1,251,7,96
1470 FORC=49350TOC+31:READD:POKEC,D:NEXT
C
1480 DATA 173,,208,205,8,208,144,12,238,
8,208,238,8,208,169,197,141,252,7,96
1490 DATA 206,8,208,206,8,208,169,198,14
1,252,7,96
1500 :
1510 REM @ SET VIC FOR SPRITES I @
1520 V=53248:POKE2040,192:POKE2041,196:P
OKE2042,196:POKE2043,197:POKE2044,197
1530 POKE2045,199:POKE2046,199:POKE2047,
199:POKEV+28,254:POKEV+37,11
1540 POKEV+38,3:POKEV+39,7:POKEV+40,12:P
OKEV+41,15:POKEV+42,5:POKEV+43,13
1550 POKEV+44,6:POKEV+45,14:POKEV+46,1:P
OKEV+1,229:POKEV+27,254
1560 :
1570 REM * M/C(JUMP TABLE)*
1580 FORC=49400TOC+18:READD:POKEC,D:NEXT
C
1590 DATA32,,192,32,98,192,32,108,192,32
,148,192,32,198,192,32,42,193,96
1600 :
1610 REM * M/C(RND CONT)*
1620 FORC=49450TOC+74:READD:POKEC,D:NEXT
C:RETURN
1630 DATA173,27,212,41,6,10,170,254,1,20
8,169,229,141,1,208,173,11,208,208,8
1640 DATA173,27,212,9,20,141,10,208,173,
13,208,208,8,173,27,212,9,20,141,12,208
1650 DATA173,15,208,208,8,173,27,212,9,2
```

HEADACHE



```
0.141,14,208,173,7,208,208,5,169,
1660 DATA141,6,208,173,3,208,208,5,169,2
55,141,2,208,96
9998 :
9999 REM START @ START SCREENS @
10000 POKE 53281,6:PRINT"▒":PRINT:PRINT
"▒ ╭╮  ╭╮ ╭──────╮ ╭──────╮ ╭─
"
10010 PRINT" ││  │││ ╭─────╯ │╭─
 │╭────╮│"
10020 PRINT" │╰────╯││╰────╮  │╰─
 ││  ││"
10030 PRINT" │╭────╮││╭────╯  │╭─
 ││  ││"
10040 PRINT" ││  │││╰─────╮ ││
 │╰────╯│"
10050 PRINT" ╰╯  ╰╯ ╰──────╯ ╰╯
 ╰───────╯":PRINT
10060 PRINT" ╭──────╮ ╭──────╮ ╭╮
 ╭╮ ╭──────╮"
10070 PRINT" │╭────╮││╭─────╯ ││
 │││╭─────╯"
10080 PRINT" │╰────╯││     │╰───
 │╰────╮"
10090 PRINT" │╭────╮││     │╭───
 │╭────╯"
10098 :
10100 PRINT" ││  │││╰─────╮ ││
 │╰──────╮"
10110 PRINT" ╰╯  ╰╯ ╰──────╯ ╰╯
 ╰───────╯"
.
10120 PRINT "▒                BY ANDREW
GORDON"
10130 PRINT:PRINT:PRINT:PRINT"▒ PRESS R
ETURN TO PLAY ":INPUT"▒";A$
10140 PRINT"▒":POKE 53281,0:PRINT"▒USE
 KEYS ▒← AND 2  ▒TO CONTROL SNUFF"
10150 PRINT"DO NOT LET HIM BE CRUSHED!"
10160 PRINT:PRINT"▒▒BEWARE:KILLER SNAIL
S AND AGS WILL OFTENJUMP DOWN AT YOU !"
10170 PRINT"SOME CAN EVEN SWARM UP FROM
THE BOTTOM  RIGHT-HAND CORNER !!"
10180 PRINT:PRINT"▒THERE IS A GATE IN W
HICH YOU CAN HIDE   FROM THE ENEMY , ";
10190 PRINT"DO NOT USE IT UNLESS INDIRE
EMERGENCY AS IT DOES NOT HIDE YOU  FOR";
10200 PRINT" VERY LONG AND THE GATE IS O
PEN ONLY ONCE PER WAVE."
10280 FORC=0TO9:PRINT:NEXTC:PRINT"▒PRES
S RETURN TO PLAY.":INPUT"▒";A$
19999 REM @ SET VIC FOR SPRITES II @
20000 V=53248:POKEV+23,0:POKEV+29,0
20010 FORC=3TO15STEP2:POKEC+V,0:POKEC+V-
1,RND(1)*216+24:NEXTC:POKEV,143
20020 PRINT"▒":FORC=0TO9:PRINT:NEXTC:PR
INTSPC(9)"▒ W A V E  ▒"W
20098 :
20099 REM @ SET SID FOR RND/NOISE @
20100 S=54272:FORC=STOS+24:POKEC,0:NEXTC
:POKES,127:POKES+4,128:POKES+18,128
20200 POKE S+15,128:POKES+24,143:POKE S+
5,15:POKES+6,9
20300 IF PEEK(V+30)AND1 THEN20300
20310 IF PEEK(V+31)AND1 THEN20300
20400 POKEV+21,255:POKE832,255
20500 FORC=0TO19:PRINT:NEXTC
20510 PRINTSPC(31)"GATE"
20520 PRINTSPC(31)"▒▒▒| | | |"
20530 PRINTSPC(31)"▒. | | |"
20540 PRINTSPC(31)"▒| | | |":
20550 RETURN

READY.
```

GAMER QUEST

By Johnathan Brough

This is a quick and cheerful multiple choice text adventure, in which you must try and find another copy of Gamer to replace the one that your cat ate. Otherwise the aliens will eat you.

This is a simple adventure for the beginner — you don't have to try and work out what the program understands. Good luck on your quest. . . . .

```
>
   10 MODE 4:PRINT TAB(0,5) "
    GAMERQUEST                "
   20 PRINT:PRINT "  This is a multiple-
choice adventure     quest,but not for g
old,or even social   status ! This is a
quest for the        "
   30 PRINT:PRINT "             COMPUTER
 GAMER                          ~~~~~~~~
~~~~~~               "
   40 PRINT:PRINT "        Written by Jon
athan Brough         "
   50 PRINT:PRINT "   Press <return> to
start this quest     "
   60 PRINT:PRINT:PRINT:INPUT A:CLS
  100 MODE 6:PRINT:PRINT:PRINT
  110 PRINT "You are surrounded by vario
us forms of  alien life.What they want i
s clear-the  latest copy of Computer Gam
er! You know that the cat,having a sudde
n crush on   Eecaan,ate your copy,and yo
u tell them  so."
  120 PRINT "They are not impressed.It i
s clear that you will have the darlek tr
eatment if a copy of Computer Gamer is n
ot provided. You must find a copy!"
  130 PRINT:PRINT
  140 PRINT "Where will you go to ?"
  150 PRINT
  160 PRINT "The little town of Mumsmins
ter ?  TYPE 1Farmer Growmorewheat's fiel
d ?    TYPE 2"
  170 PRINT:PRINT:INPUT A:CLS:IF A=1 THE
N GOTO 570
  180 IF A=2 THEN GOTO 1560
  190 GOTO 100
  200 PRINT TAB(0,5) "You go into Smyths
,and look around.     You're delighted t
o see a copy of       Computer Gamer on
the magazine rack,and search for  `1. in
 your pockets.It's    clear the moths do
n't like being        disturbed."
  210 PRINT "In the end,you count out th
ree 20p.      coins,one 10p,three 5ps,fiv
e 2p.s,and    five pennies.You set out fo
r the rack-   but someone else gets there
 first,and    refuses to give you the cop
y!"
  220 PRINT:PRINT
  230 PRINT "You'll have to go back! Pre
ss return."
  240 PRINT:PRINT:INPUT A:CLS:GOTO 890

  250 PRINT TAB(0,5) "Unfortunately,Well
ingtons have got a    chemist on the che
ap. It's quite likely he goes cheep too,
as he's quite mad.    Suddenly you feel
a burning sensation inyour throat.He's p
oisoned you!"
  260 PRINT:PRINT:PRINT "The last words
you read were 'SULPHURIC ACID'.Oh dear!
You're dead.                Press return."

  270 PRINT:PRINT:INPUT A:CLS:GOTO 2050

  280 PRINT TAB(0,5) "Ageos are giving o
ut new catalogues,and having a sale of o
ld things that aren't in their latest ra
nge.The boyish (or    girlish) interest
in you flares up againas you rush to buy
 a 'Cuddlememama' dollat `5 off."
  290 PRINT:PRINT:PRINT "It only costs
`1.! Oh dear. That was   your last  `1.
You can't succeed in yourquest now.What
a shame.                 Press any key."
  300 PRINT:PRINT:INPUT A:CLS:GOTO 2050
  310 PRINT TAB(0,5), "Sheepworths are cl
osed."
  320 PRINT:PRINT:PRINT "What will you d
o ?"
  330 PRINT:PRINT "Smash a window ?
            TYPE 1Go back to the villag
e square ?  TYPE 2Ring the doorbell ?
            TYPE 3"
```

```
  340 PRINT:PRINT:INPUT A:CLS:IF A=1 THE
N GOTO 380
  350 IF A=2 THEN GOTO 890
  360 IF A=3 THEN GOTO 410
  370 GOTO 310
  380 PRINT TAB(0,5) "You smash the wind
ow,but forget the     burglar alarm.Oh d
ear! A policeman      doesn't want to li
sten to your story    about the aliens.I
nstead,he's put you ina padded cell."
  390 PRINT:PRINT "Press RETURN"
  400 PRINT:PRINT:INPUT A:CLS:GOTO 2050

  410 PRINT TAB(0,5) "Do you expect some
one to be in when the shop's closed ? Th
at was silly,wasn't it"
  420 PRINT:PRINT:PRINT:"Think again ! P
ress return"
  430 PRINT:PRINT:INPUT A:CLS:GOTO 310

  440 PRINT TAB(0,5) "You hear an artifi
cial voice over the   tannoy. ~'RoverBus
es' would like to     announce that they
 regret there will be no service to Live
rpool today,because   the drivers want a
n extra chocolate bar"
  450 PRINT "with their dinner,and we wo
n't let them have one.What a shame! They
're on strike"
  460 PRINT:PRINT:PRINT "You'll have to
choose again.Press return":INPUT A:CLS:G
OTO 1190
  470 PRINT TAB(0,5) "Lucky you! You've
found a taxi credit   for any journey in
side London!"
  480 PRINT:PRINT:PRINT "Where will you
go to ?"
  490 PRINT:PRINT"Priory Court ?
            TYPE 1Europa House ?
            TYPE 2Golden Square ?
            TYPE 3Crash Towers ?
            TYPE 4The Bus Station ?
            TYPE 5"
  500 PRINT:PRINT:INPUT A:CLS
  510 IF A=1 THEN GOTO 1400
  520 IF A=2 THEN GOTO 1440
  530 IF A=3 THEN GOTO 1480
  540 IF A=4 THEN GOTO 1440
  550 IF A=5 THEN GOTO 1190
  560 GOTO 470
```

```
  570 PRINT TAB(0,5) "You arrive safely
in the village square of Mumsminster."
  580 PRINT:PRINT "Where will you go to
?"
  590 PRINT:PRINT:PRINT "The Railway Sta
tion ?            TYPE 1The Newsagent ?
                  TYPE 2The Toy Shop ?
                  TYPE 3The Pub ?
                  TYPE 4Back to the Ali
ens ?             TYPE 5"
  600 PRINT:PRINT:INPUT A:CLS
  610 IF A=1 THEN GOTO 670
  620 IF A=2 THEN GOTO 770
  630 IF A=3 THEN GOTO 810
  640 IF A=4 THEN GOTO 850
  650 IF A=5 THEN GOTO 2010
  660 GOTO 570
```

```
dead.Press return."
  830 PRINT:PRINT:INPUT A:CLS
  840 GOTO 2050
  850 PRINT TAB(0,5) "Oh dearsh! You lik
esh the bottlesh,don'tyou! You are too d
runk and disorderly tocontinue your ques
t.In fact,you're too  drunk and disorder
ly to do anything,    except sit in a pr
ison cell."
  860 PRINT:PRINT:PRINT "Press return."

  870 PRINT:PRINT:INPUT A:CLS
  880 GOTO 2050
  890 PRINT TAB(0,5) "You arrive in Litt
le Dozing,and the     train is actually
on time! Amazed by    this,you start wan
dering around the townand you see quite
```

GAMER

```
  670 PRINT TAB(0,5) "You go to the rail
way station,and look  at the timetable."
  680 PRINT:PRINT:PRINT "Where will you
go to ?"
  690 PRINT:PRINT "Little Dozing ?
            TYPE 1Great Dozing ?
            TYPE 2Falling Asleep ?
            TYPE 3Dead Tired ?
            TYPE 4Mumsminster ?
            TYPE 5"
  700 PRINT:PRINT:INPUT A:CLS
  710 IF A=1 THEN GOTO 890
  720 IF A=2 THEN GOTO 1010
  730 IF A=3 THEN GOTO 1110
  740 IF A=4 THEN GOTO 1150
  750 IF A=5 THEN GOTO 570
  760 GOTO 670
  770 PRINT TAB(0,5) "You ask politely f
or a copy of Computer Gamer,but the owne
r says she thinks     computers ruin mod
ern society,and she   doesn't stock any
computer magazines."
  780 PRINT:PRINT:PRINT "Go back to the
village square.          Press return."

  790 PRINT:PRINT:INPUT A:CLS
  800 GOTO 570
  810 PRINT TAB(0,5) "Here you find your
 boyish youth catchingup with you.You sp
end far too long      playing with the l
atest gadgets for     building helicopte
rs,until you see an   alien appear in th
e doorway.He has a gun"
  820 PRINT:PRINT:PRINT "Oh dear,you're
```

```
a few likely shops."
  900 PRINT:PRINT:PRINT "Where will you
go to ?"
  910 PRINT:PRINT "Smyths ?
            TYPE 1Wellingtons ?
            TYPE 2Ageos ?
            TYPE 3Sheepworths ?
            TYPE 4The Railway Station ?
            TYPE 5"
  920 PRINT "Back to the aliens ?
      TYPE 6"
  930 PRINT:PRINT:INPUT A:CLS
  940 IF A=1 THEN GOTO 200
  950 IF A=2 THEN GOTO 250
  960 IF A=3 THEN GOTO 280
  970 IF A=4 THEN GOTO 310
  980 IF A=5 THEN GOTO 670
  990 IF A=6 THEN GOTO 2010
 1000 GOTO 890
 1010 PRINT TAB(0,5) "You arrive in Grea
t Dozing,and look     around."
 1020 PRINT:PRINT:PRINT "Where will you
go to ?"
 1030 PRINT:PRINT "The bus station ?
            TYPE 1The taxi rank ?
            TYPE 2The underground stati
on ?        TYPE 3The railway station ?
            TYPE 4Back to the aliens ?
            TYPE 5"
 1040 PRINT:PRINT:INPUT A:CLS
 1050 IF A=1 THEN GOTO 1190
 1060 IF A=2 THEN GOTO 1270
 1070 IF A=3 THEN GOTO 1310
 1080 IF A=4 THEN GOTO 670
```

ELECTRON QUEST

```
 1090 IF A=5 THEN GOTO 2010
 1100 GOTO 1010
 1110 PRINT TAB(0,5) "You are thick,aren
't you ! You've gone  to Falling Asleep,
and guess what,you've fallen asleep! An
alien finds you and   omits 'Exterminate
' ! You are dead."
 1120 PRINT:PRINT:PRINT "Press return"
 1130 PRINT:PRINT:INPUT A:CLS
 1140 GOTO 2050
 1150 PRINT TAB(0,5) "You are too tired
to do anything.       The aliens came,fo
und you,and now you   are no more."
 1160 PRINT:PRINT:PRINT "Press return"
 1170 PRINT:PRINT:INPUT A:CLS:
 1180 GOTO 2050
 1190 PRINT TAB(0,5) "You get to the bus
 station,and look at  all the buses."
 1200 PRINT:PRINT:PRINT "Where's the bes
t place to go to ?"
 1210 PRINT:PRINT "Liverpool ?
          TYPE 1London ?
          TYPE 2The Great Dozing Rail
way Station ?TYPE 3"
 1220 PRINT:PRINT:INPUT A:CLS
 1230 IF A=1 THEN GOTO 440
 1240 IF A=2 THEN GOTO 470
 1250 IF A=3 THEN GOTO 670
 1260 GOTO 1190
 1270 PRINT TAB(0,5) "The taxis cost muc
h more than you can   manage.Why did you
 want to go to the    Orkneys anyway ? H
ow are you going to   pay ? Oh,I see,you
 run off.How dare you!I won't play with
you again!"
 1280 PRINT:PRINT:PRINT "Press return"
 1290 PRINT:PRINT:INPUT A:CLS
 1300 GOTO 2050
 1310 PRINT TAB(0,5) "The Underground st
ation isn't,exactly,  pleasant.Indeed,th
ere are many          undesirable folk y
ou'd rather not meet. Oh dear,he wants t
o meet you,and he's   got a knife.I wond
er what he'll do with that."
 1320 PRINT "Oh look-there's your corpse
 going under the 9.47 to Uttoxeter."
 1330 PRINT:PRINT:PRINT "Press return"
 1340 PRINT:PRINT:INPUT A:CLS:
 1350 GOTO 2050
 1360 PRINT TAB(0,5) "The aliens are mos
t impressed with your assistance in find
ing their copy of the Gamer.They climb a
board their spaceship and promise to rec
ommend you to Eecaan  when they next see
 him.Victory is yours!"
 1370 PRINT:PRINT:PRINT "Press return"

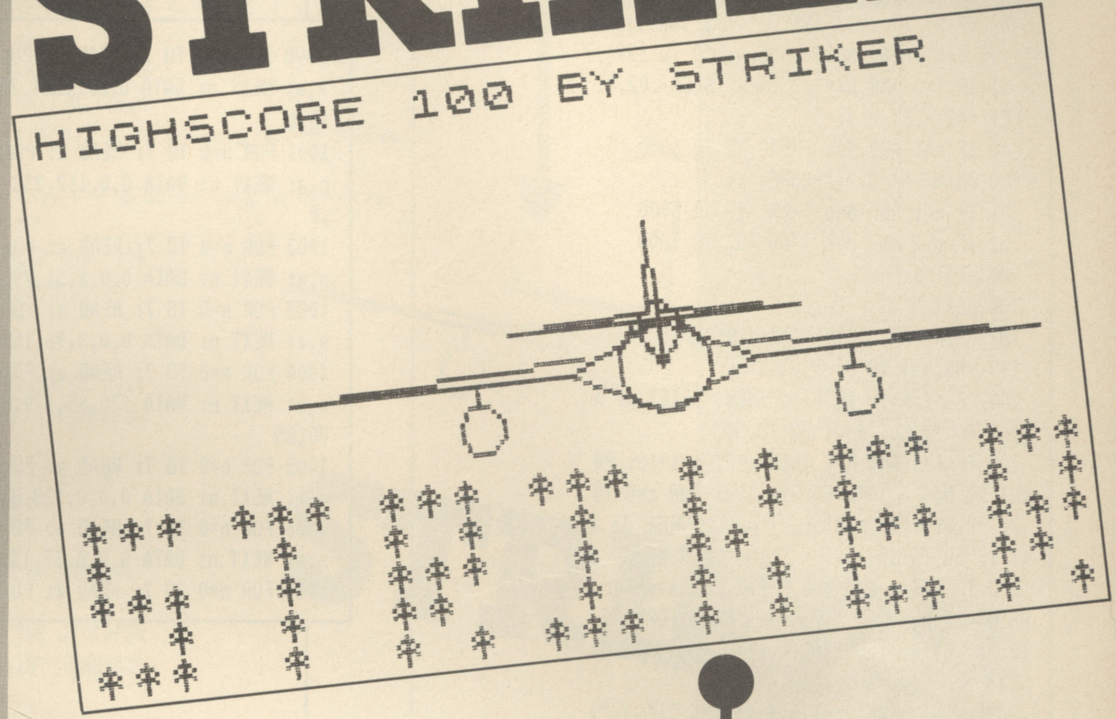
 1380 PRINT:PRINT:INPUT A:CLS
 1390 GOTO 2080
 1400 PRINT TAB(0,5) "Oh,ho,ho,what's al
l this then ? Going toa rival magazine,e
h ? Traitor ! Planningto disguise a copy
 of Computoad & Vogon Games as Computer
Gamer,eh ?            There's only one p
unishment for this-   TERMINATION!"
 1410 PRINT:PRINT:PRINT "Press return"
 1420 PRINT:PRINT:INPUT A:CLS
 1430 GOTO 2050
 1440 PRINT TAB(0,5) "The cabby looks at
 you as if you were   mad.~That's not in
 London!~ he yells!"
 1450 PRINT:PRINT:PRINT "Oh dear.You'd b
etter choose again.      Press return."
 1460 PRINT:PRINT:INPUT A:CLS:
 1470 GOTO 470
 1480 PRINT TAB(0,5) "Congratulations! Y
ou go to the offices   of Computer Gamer
in London and see      Eecaan who gladly
gives you a copy of    the magazine.He sa
ys ~Those aliens are   my friends,althoug
h they can be a littlebrutal at times!"
 1490 PRINT:PRINT:PRINT "All you have to
 do now is give the      Computer Gamer
to the aliens! Press     return."
 1500 PRINT:PRINT:INPUT A:CLS
 1510 GOTO 1360
 1520 PRINT TAB(0,5) "The farmer's wife
hits you on your head with a saucepan.Th
e aliens see her as anenemy,and extermin
ate her.They also see that you turned to
 her for help,making   you an ally,and an
other enemy.Oh dear!   You're dead."
 1530 PRINT:PRINT:PRINT "Press return"
 1540 PRINT:PRINT:INPUT A:CLS:
 1550 GOTO 2050
 1560 PRINT TAB(0,5) "You've underestima
ted the I.Q. of your   friendly aliens.Th
ey turn their guns on you and prepare to
 fire!"
 1570 PRINT:PRINT:PRINT "What will you d
o ?"
 1580 PRINT:PRINT "Run ?
          TYPE 1Say ~It's in the cott
age~ ?    TYPE 2Smile and say ~Only J
oking~ ?  TYPE 3"
 1590 PRINT:PRINT:INPUT A:CLS
 1600 IF A=1 THEN GOTO 1640
 1610 IF A=2 THEN GOTO 1680
 1620 IF A=3 THEN GOTO 1760
 1630 GOTO 1560
 1640 PRINT TAB(0,5) "To your amazement,
you can outrun the     aliens! Fantastic!
 Now you are certain   which way to go-to
wards Mumsminster."
 1650 PRINT:PRINT:PRINT "Press return"
 1660 PRINT:PRINT:INPUT A:CLS
 1670 GOTO 570
 1680 PRINT TAB(0,5) "The aliens are pre
pared to believe you, and you are taken
under armed guard to   the farm.You meet
the farmer's wife at   the gate."
 1690 PRINT:PRINT:PRINT "What will you d
o ?"
 1700 PRINT:PRINT "Tell her the truth ?
          TYPE 1Ask her if she reads
C.Gamer ?  TYPE 2Run for it!
          TYPE 3"
 1710 PRINT:PRINT:INPUT A:CLS
 1720 IF A=1 THEN GOTO 1520
 1730 IF A=2 THEN GOTO 1800
 1740 IF A=3 THEN GOTO 1640
 1750 GOTO 1680
 1760 PRINT TAB(0,5) "You're surprised,b
ut the aliens believe you! They let you
go,after making sure   you're on the righ
t road to Mumsminster."
 1770 PRINT:PRINT:PRINT "Press return"
 1780 PRINT:PRINT:INPUT A:CLS
 1790 GOTO 570
 1800 PRINT TAB(0,5) "She says,~No,I don
't~ and locks the      garden gate. The a
liens,however,kill herand let you enter
the cottage.You think words like 'NO' ar
en't in their          vocabulary."
 1810 PRINT:PRINT:PRINT "What will you d
o now ?"
 1820 PRINT:PRINT "Go into the sitting r
oom ?     TYPE 1Go into the dining ro
om ?      TYPE 2Go into the bedroom ?
```

GAMER QUEST

ELECTRON

```
        TYPE 3Run
        TYPE 4"
 1830 PRINT:PRINT:INPUT A:CLS
 1840 IF A=1 THEN GOTO 1890
 1850 IF A=2 THEN GOTO 1930
 1860 IF A=3 THEN GOTO 1970
 1870 IF A=4 THEN GOTO 1640
 1880 GOTO 1800
 1890 PRINT TAB(0,5) "Farmer Growmorewhe
at is sitting on the  sofa.He sees you,a
nd-you must have a    guilty face-thinks
 you're a burglar.    Oh dear! He's got
a shotgun! You're dead"
 1900 PRINT:PRINT:PRINT "Press return"
 1910 PRINT:PRINT:INPUT A:CLS:
 1920 GOTO 2050
 1930 PRINT TAB(0,5) "The doors of the d
ining room are open,  and you decide it'
s best to try to run  away."
 1940 PRINT:PRINT:PRINT "Press return"
 1950 PRINT:PRINT:INPUT A:CLS
 1960 GOTO 1640
 1970 PRINT TAB(0,5) "You relax on the b
ed,hoping it's all a  bad dream and will
 soon go away.        Unfortunately it i
sn't,and it doesn't.  After about an hou
r,an alien smashes hisway into the bedro
om and kills you.     Oh dear."
 1980 PRINT:PRINT:PRINT "Press return"
 1990 PRINT:PRINT:INPUT A:CLS
 2000 GOTO 2050
 2010 PRINT TAB(0,5) "You went back to t
he aliens without the chosen offering of
 Computer Gamer.      They are not pleas
ed.In fact,they think killing you is too
 generous.You will be their slave for al
l eternity."
 2020 PRINT:PRINT:PRINT "Press return"
 2030 PRINT:PRINT:INPUT A:CLS
 2040 GOTO 2050
 2050 PRINT TAB(0,3) "For some reason,yo
ur progress in this   quest has been ter
minated.I'm sorry,    although you did d
eserve it.Anyway,     better luck next t
ime."
 2060 PRINT:PRINT:PRINT "Press return to
 restart the quest"
 2070 PRINT:PRINT:INPUT A:CLS:RUN
 2080 PRINT TAB(0,5) "Congratulations! Y
ou have prevented a   major war with an
unknown planet by     providing its occu
pants with the best   reading material i
n the universe!!!!!!! Computer Gamer-EVE
RYTHING wants it!"
 2090 PRINT:PRINT:PRINT "Press return to
 restart the quest"
 2100 PRINT:PRINT:INPUT A:CLS:RUN
```

STRIKER


HIGHSCORE 100 BY STRIKER

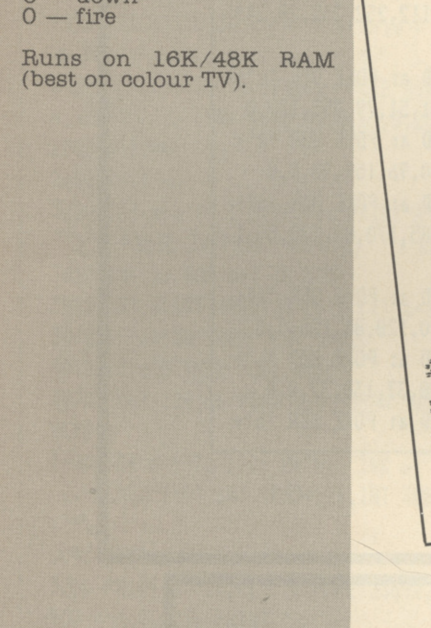
By Benjamin Gordon

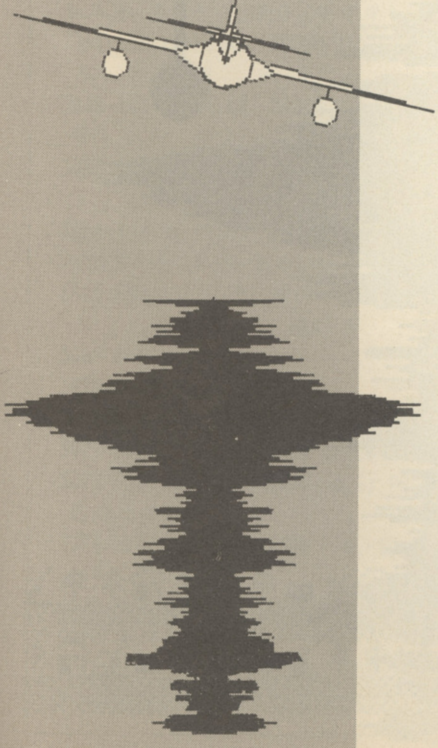
Striker is an arcade style game where you fly a fighter armed with missiles. The missiles have a limited range. If you crash or get hit, you will eject, but the atomic bombs in the pill-boxes will go off. The enemy fire back, their missiles are longer range than your missiles.

Keys

7 — up
6 — down
0 — fire

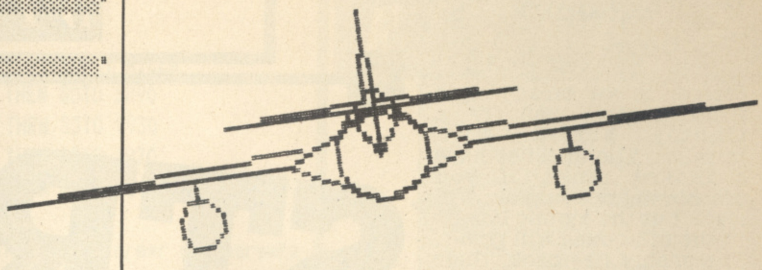
Runs on 16K/48K RAM (best on colour TV).



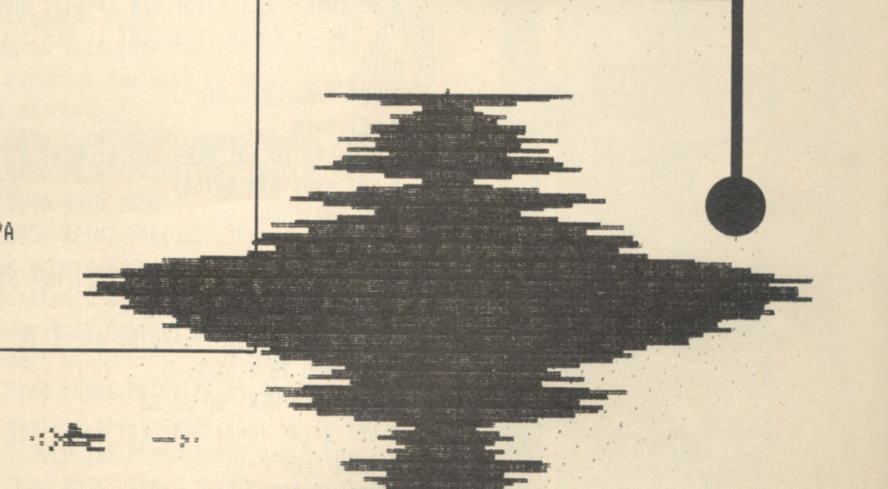


```
   1 LET G=0
   2 RESTORE : LET C=10: DIM a$(64): BOR
DER 7: INK 0: PAPER 7: BRIGHT 1: CLS : L
ET d=10:
   3 LET f=0: LET h=10
   4 LET d=10
   5 FOR n=1 TO 10: BEEP .05,n: NEXT n
   6 LET s=0: DIM d$(64)
   7 GO SUB 1000
   8 LET mi=0:
   9 IF G=0 THEN  LET HS=100: LET H$="ST
RIKER": LET G=1
  10 PRINT AT 0,10;"¦": PRINT AT 21,10;"
¦": FOR n=30 TO 1 STEP -1
  11 IF n>20 THEN  GO TO 30
  14 LET a=INT (RND*3-1): LET c=c+a: IF
c>15 THEN  LET c=15
  15 IF c<2 THEN  LET c=2
  30 IF mi=0 AND c=d AND n<25 AND n>8 TH
EN  LET mi=n-1: LET hh=c:
  31 IF mi>0 THEN  BEEP .005,10: GO SUB
400
  35 PRINT AT c,n;"▂▄"; INK 2;"›· ": PRINT
 AT c-1,n;"  ": PRINT AT c+1,n;"  "
  36 PRINT  PAPER 4;AT 17,0;d$(31-n TO 3
1-n+31)
  37 PRINT  PAPER 4;AT 19,0;a$(31-n TO 3
1-n+31)
```

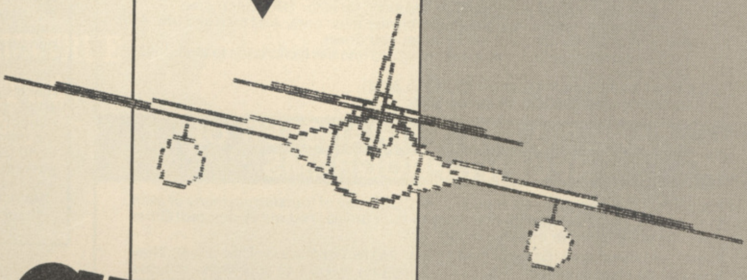
```
 38 PRINT  PAPER 4; INK 2;AT 18,0;"▒▒▒▒▒▒▒▒▒▒
▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒"
 39 PRINT  PAPER 4; INK 2;AT 20,0;"▒▒▒▒▒▒▒▒▒▒
▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒"
 40 FOR b=1 TO 2:
 41 LET f$=INKEY$:
 42 IF f$="6" THEN  PRINT AT d,0;"    ":
 LET d=d+1: IF d>15 THEN  LET d=15
 43 IF f$="7" THEN  PRINT AT d,0;"    ":
 LET d=d-1: IF d<1 THEN  LET d=1
 44 PRINT AT d,0; INK 2;"·:>"; INK 1;;"▬▬▬
": IF f>0 THEN  BEEP .005,0: GO TO 199
 45 IF f=0 AND f$="0" THEN  BEEP .02,0:
 LET f=2: LET h=d:
 46 IF n=1 AND d=c THEN  GO TO 3000
 50 PRINT AT 0,0;"SCORE=";s
 51 IF n=1 AND d=c THEN  GO TO 3000
 52 IF n=2 AND d=c THEN  GO TO 3000
 90 NEXT b:
100 NEXT n
101 PRINT AT c,0;"    ": GO TO 10
199 FOR m=1 TO 2
200 LET f=f+1: IF f>10 THEN  PRINT AT h
,f-1;"  ": LET f=0: GO TO 50
201 IF f=n AND h=c THEN  LET s=s+10: PR
INT AT h,f-1," ": GO SUB 300: FOR z=0 TO
 7: PRINT  INK z;AT c,n;"▬▬": PAUSE 3: NE
XT z: GO TO 10
202 IF f+1=n AND h=c THEN  LET s=s+10:
PRINT AT h,f-1," ": GO SUB 300: FOR z=0
TO 7: PRINT  INK z;AT c,n;"▬▬": PAUSE 3:
NEXT z: GO TO 10
203 PRINT  INK 2;AT h,f-1; INK 2;" ·:>";
INK 0;"=—"
204 NEXT m: GO TO 50
300 BEEP .01,10
301 RETURN
400 FOR w=1 TO 2
401 LET mi=mi-1: IF mi<2 THEN  PRINT AT
 hh,1;"  ": LET mi=0: RETURN
402 IF mi>1 AND mi<3 AND hh=d THEN  FOR
 n=1 TO 7: PRINT  INK n;AT d,0;"·:>▬▬▬-": PA
USE 10: NEXT n: GO TO 3000
405 PRINT AT hh,mi;"-"; INK 2;">· · ": NEX
T w: RETURN
```



```
1000 FOR n=0 TO 7: READ a: POKE USR "a"+
n,a: NEXT n: DATA 0,192,224,255,143,248,
15,0
1001 FOR n=0 TO 7: READ a: POKE USR "b"+
n,a: NEXT n: DATA 0,0,112,252,255,28,240
,0
1002 FOR n=0 TO 7: READ a: POKE USR "c"+
n,a: NEXT n: DATA 0,0,1,51,79,255,120,0
1003 FOR n=0 TO 7: READ a: POKE USR "d"+
n,a: NEXT n: DATA 0,0,0,96,159,96,0,0
1004 FOR n=0 TO 7: READ a: POKE USR "e"+
n,a: NEXT n: DATA 170,85,170,85,170,85,1
70,85
1005 FOR n=0 TO 7: READ a: POKE USR "f"+
n,a: NEXT n: DATA 0,0,0,128,81,128,0,0
1006 FOR n=0 TO 7: READ a: POKE USR "g"+
n,a: NEXT n: DATA 0,0,8,37,130,37,8,0
1007 FOR n=0 TO 7: READ a: POKE USR "h"+
```



```
n,a: NEXT n: DATA 16,56,84,56,84,16,16,0
1008 FOR n=0 TO 7: READ a: POKE USR "i"+
n,a: NEXT n: DATA 60,66,129,126,78,78,78
,0
1009 FOR n=0 TO 7: READ a: POKE USR "j"+
n,a: NEXT n: DATA 128,64,44,16,48,60,24,
255
1010 LET d$(1 TO 30)="✱▬✱✱⌂⟋▬✱✱✱⌂✱✱⟋▬⟋⌂✱
⌂✱✱✱⟋⟋⌂⟋⟋✱✱▬"
1011 LET d$(30 TO 64)="✱▬✱✱⌂⟋▬✱✱✱⌂✱✱⟋▬⟋⌂
✱⌂✱✱✱⟋⟋⌂⟋⟋✱✱▬"
1021 FOR n=0 TO 7: READ a:´POKE USR "k"+
n,a: NEXT n: DATA 0,0,0,126,66,126,126,0
1022 LET a$(1 TO 30)="✱⟋▬⌂✱✱⟋▬⌂✱▬⟋⌂✱✱✱⌂▬
✱▬✱▬⌂✱⌂✱▬▬⌂✱"
1023 LET a$(30 TO 60)="✱⟋▬⌂✱✱⟋▬⌂✱▬⟋⌂✱✱✱⌂
▬✱▬✱▬⌂✱⌂✱▬▬⌂✱"
1024 FOR n=0 TO 7: READ a: POKE USR "l"+
n,a: NEXT n: DATA 8,28,28,8,62,8,20,20
2000 RETURN
2040 NEXT n
3000 FOR n=d TO 1 STEP -1: PRINT AT n,2;
" ✱": PAUSE 3: PRINT AT n,2;" ": NEXT n:
3010 INK 2: FOR n=1 TO 175
3011 LET w=INT (RND*20-10): LET a=a+w
3012 IF a>128 THEN  LET a=120
3013 IF a<5 THEN  LET a=10
3020 PLOT 128,n: DRAW a,0: DRAW -a*2,0:
NEXT n
3030 FOR n=1 TO 100: PRINT  INK 6; PAPER
 2; FLASH 1;AT INT (RND*22),INT (RND*32)
;"▀▄"
3040 NEXT n
3050 PRINT AT 21,0;" ": POKE 23692,255:
FOR n=1 TO 22: PRINT "
             ": NEXT n
3060 INK 2: PRINT  PAPER 7;"✱✱✱ ✱✱✱ ✱✱✱
✱✱✱ ✱ ✱ ✱✱✱ ✱✱✱"
3061 INK 1: PRINT  PAPER 7;"✱   ✱  ✱ ✱
 ✱ ✱ ✱ ✱  ✱ ✱"
3062 INK 2: PRINT  PAPER 7;"✱✱✱  ✱  ✱✱✱
 ✱ ✱✱ ✱✱✱ ✱✱✱"
3063 INK 1: PRINT  PAPER 7;" ✱  ✱  ✱✱
 ✱ ✱ ✱ ✱  ✱✱"
3064 INK 2: PRINT  PAPER 7;"✱✱✱  ✱  ✱ ✱
✱✱✱ ✱ ✱ ✱✱✱ ✱ ✱"
3065 FOR n=1 TO 5: PRINT "
               ": NEXT n
3069 INK 1
3070 CIRCLE 128,100,10
3071 PLOT 108,100: DRAW -60,0: DRAW 63,3
3072 PLOT 148,100: DRAW 60,0: DRAW -63,3
3073 PLOT 128,100: DRAW -5,8: DRAW 5,-8:
 DRAW 5,8
3074 PLOT 128,110: DRAW -20,-10: DRAW 20
,-10
3075 PLOT 128,110: DRAW 20,-10: DRAW -20
,-10
3076 PLOT 128,100: DRAW 0,15: DRAW -7,-7
: DRAW 7,7: DRAW 5,-5
```



STRIKER

```
3077: PLOT 128,110: DRAW -30,0: DRAW 60,
0: DRAW -30,2: DRAW -1,20: DRAW -1,-20:
DRAW -30,-2
3078 PLOT 88,100: DRAW 0,-5: CIRCLE 88,9
0,5:
3079 PLOT 168,100: DRAW 0,-5: CIRCLE 168
,90,5:
3080 IF S>HS THEN  LET HS=S: INPUT "YOUR
 NAME ";H$:
3081 PRINT AT 1,0;"HIGHSCORE ";HS;" BY "
;H$
3090 FOR N=1 TO 7: PRINT  INK N;AT 20,0;
"LAST SCORE ";S
3091 IF INKEY$="" THEN  NEXT N: GO TO 30
90
3092 PAUSE 10: GO TO 2
```

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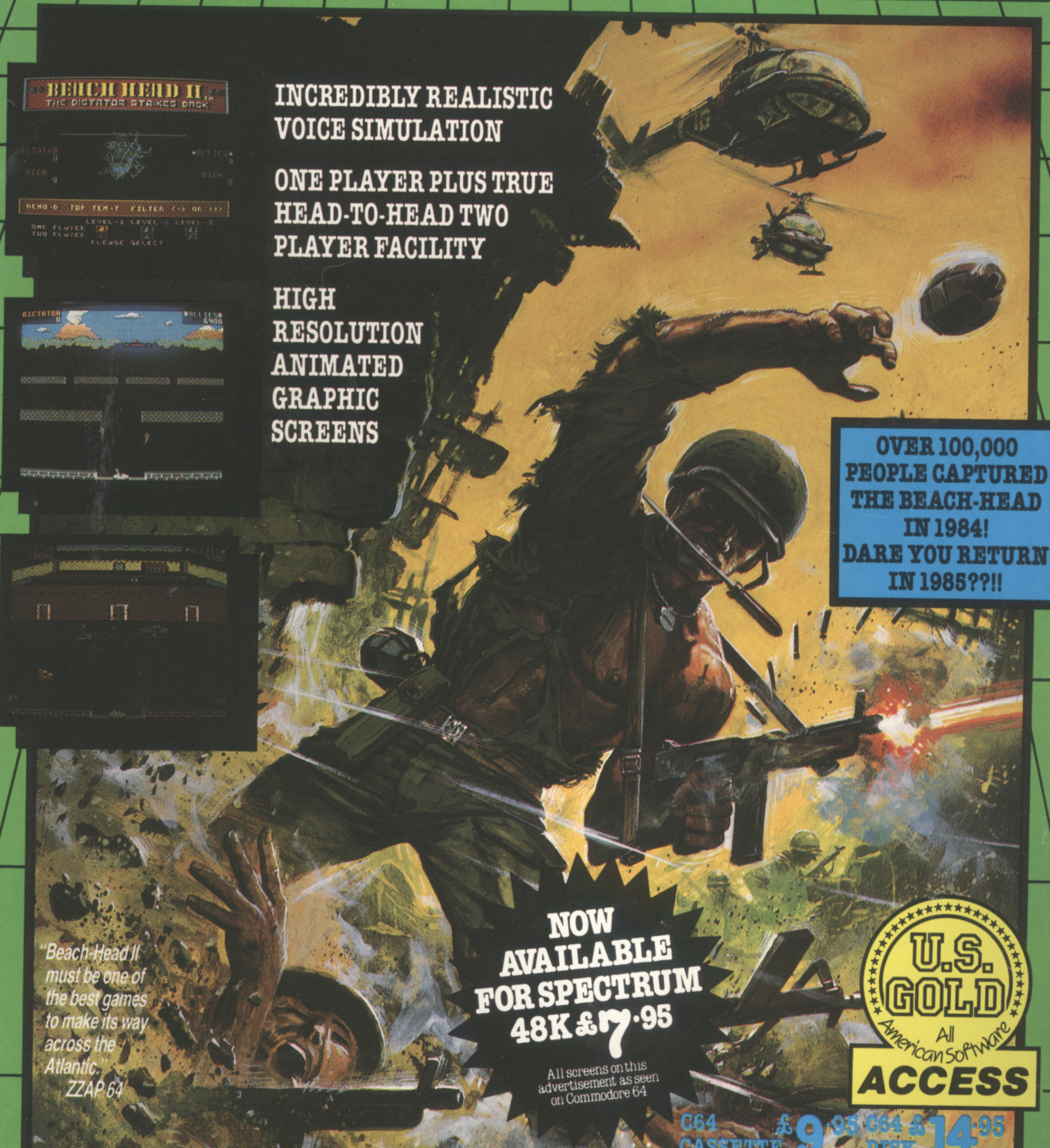
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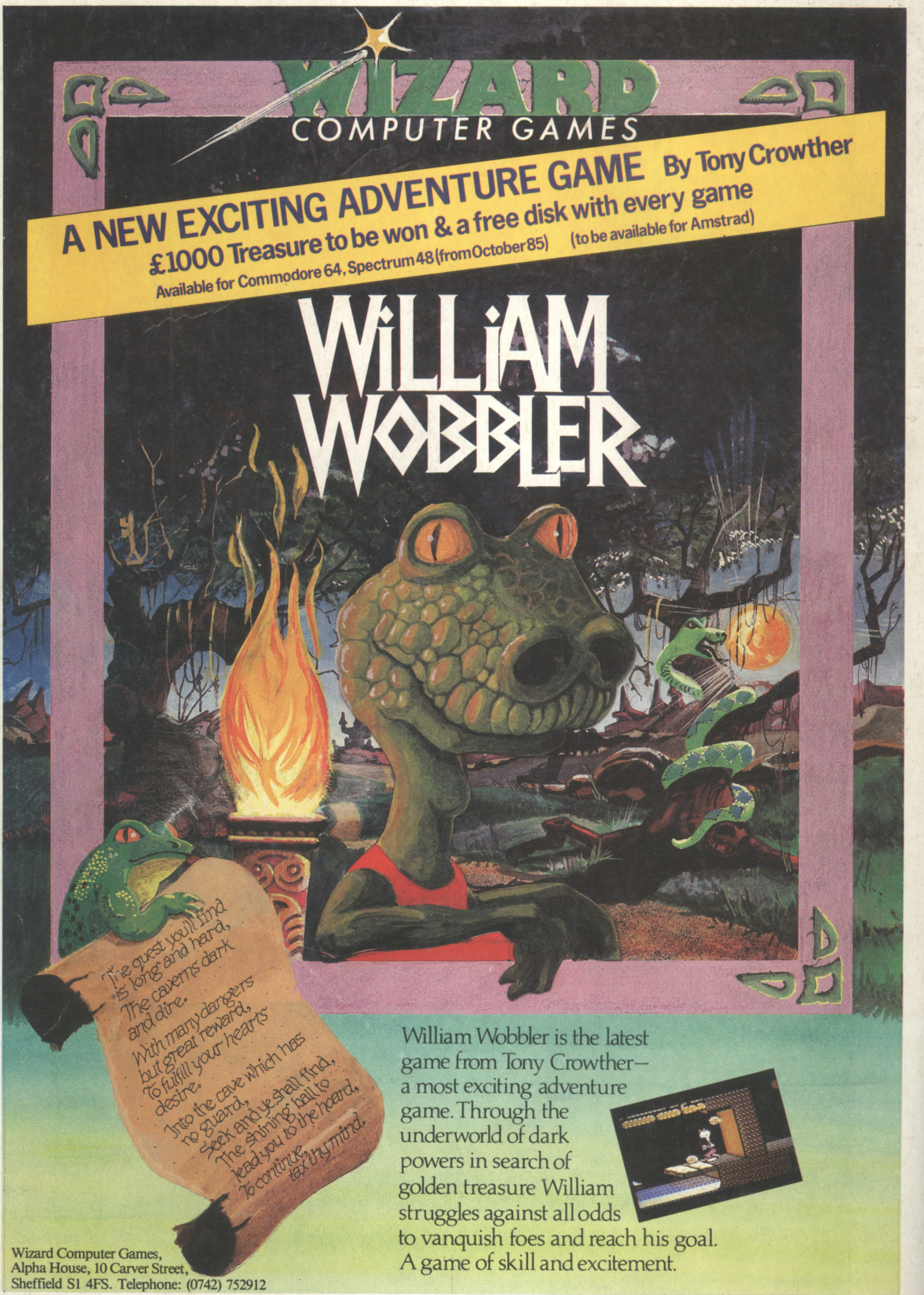

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